HALF-LIFE 2



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The Orange Box

PRIMA OFFICIAL GAME GUIDE

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Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

Miguel Lopez
Miguel Lopez has been working as a journalist in the video game industry since 1999. During his nine-year stint as an in-house editor, he's worked at GameSpot.com, GameSpy.com, and the now defunct *Gamenow* Magazine. As a freelance writer, he's contributed to numerous mainstream and enthusiast publications, including *Wired*, *Games for Windows* Magazine, *Gamepro*, *Electronic Gaming Monthly*, and *X-Play*. *Half-Life 2: The Orange Box* is his first project with Prima.

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And "W" for Winnie, embedded in ice.

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The Orange Box®

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MASTER SCIENTIST IN TRAINING: GETTING STARTED

HOW TO USE THIS BOOK

The following sections reveal the necessary elements you need to survive, thrive, and resist the Combine's assorted forces as you escape their clutches flee the City, and rampage through the Outlands. Before you squeeze into your HEV Suit, thoroughly digest the strategies presented here.

The bulk of this guide is a walkthrough of the *Episode One* adventure, also known as *Aftermath*, and *Episode Two*. There is also a condensed walkthrough of the original *Half-Life 2* adventure.

Next comes a thorough tactical overview and comprehensive plans for *Portal*, and full character and match strategies for *Team Fortress 2*. Each chapter has labeled maps and various additional information boxes to further aid your progress:

Tips, Notes, and Cautions: These detail a preferred tactic (Tip), an interesting aside (Note), or a dangerous problem (Caution) nearby.
Entity Encounter: A quick rundown of an enemy the first time you encounter it during *Episode 1*, along with takedown tactics as applicable.
Additional Investigations: These detail key information and some game script, along with any backstory elements.
G-Man About Town: Your sponsor intends to keep a closer eye on you than you may realize. His spying spots are revealed, assuming he's still watching over you.
Lambda Location: Every time a member of the resistance scrawls a lambda logo on a wall, we show you where the hidden goods are.
Inventory Adaptation: Whenever a new weapon or offensive capability becomes available, these provide a brief description of the item's effectiveness and usage.

GETTING STARTED

THE MAIN MENU

MAIN MENU CHOICES

New Game: When selected, you can begin a new game from the start or from the beginning of each game Chapter you have previously completed.
Difficulty: There are three levels: Easy, Medium, and Hard. Difficulty levels are detailed following this list.
Load Game: Select and start a previously saved game.
Save Game: Select New Saved Game in the list to create a new file, or select a previously saved game to overwrite a file.
Resume Game: Return to the current game.
Options: Set the audio and video settings, and customize the controls.
Quit: Exit *Half-Life 2*. Remember to save first!



NOTE

If you are playing the different versions of this game, note the following additional menu options:

Control Option (Xbox 360): Allows you to change the controller settings to your personal preference. Achievements (Xbox 360): Use this menu to check your Achievement progress.

Achievements (PC): Use this menu to check your Achievement progress (*HL2: EP2*, *Portal*, and *TF2* only).

Developer Commentary (all systems): This allows you to play the game in Commentary mode, once you've completed that chapter (except in *HL2*).

Difficulty Menu: There are Difficulty presets you can change in the Options menu, too.

DIFFICULTY DEFINED

Quick descriptions of the settings are listed here, followed by detailed comparisons of how these differences affect gameplay.

Easy: Enemies are weak and easy to defeat.
Normal: Enemies are stronger and have basic combat skills, making them more difficult to defeat.
Hard: Enemies have advanced combat skills, making them deadly opponents.

Easy Comparison to Normal:

- More ammunition is available, your weapons are more powerful, and enemies are weaker.
- You receives 20 percent more ammunition when picking up ammo items.
- You take one-half of the damage values listed in the Bestiary section of this guide, except when damaged by fire, falling, drowning, physics, poison, or sniper.
- You inflict 150 percent of the damage values listed in the Weapons Detail section of this guide.
- You receive automatic aiming assistance (auto-aim).

Hard Comparison to Normal:

- Less ammunition available, your weapons are slightly less powerful, and enemies are much more dangerous.
- You receive 40 percent less ammunition when picking up ammo items.
- You take 150 percent of the damage listed in the Bestiary section of this guide, except when damaged by fire, falling, drowning, physics, poison, and sniper.
- You inflict 75 percent of the damage values listed in the Weapons Detail section of this guide.
- You receive *no* aiming assistance (auto-aim) from the computer.

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CONTROLS

These are the default controls; choose Options at the main menu and access the configuration settings.

MOVEMENT COMMANDS

FUNCTION	DEFAULT ACTION (PC)	DEFAULT ACTION (XBOX 360)	NOTES
Move forward	W	L	Use with Walk for slower movement. Useful for quieter walking.
Move backward	S	L	
Move left (strafe)	A	L	Use erratically to avoid gunfire.
Move right (strafe)	D	L	Use erratically to avoid gunfire.
Jump	Spacebar	A	Combine with Sprint for longer jump. When underwater, makes you rise.
Duck	Ctrl	L (Click)	Reduces your target profile. Rolls Grenade (if equipped and used).
Sprint	Shift	LB	Cover ground quickly. HEV Sprint meter appears.
Walk	Alt + W, S, A, or D	L + Direction	
Crawl	Ctrl + W, S, A, or D	L (Click) + Direction	Much less noise made. Good for moving past a noise-sensitive enemy.

MOVEMENT COMMANDS

FUNCTION	NOTES
Turn left	Continuous use allows you to spin in a circle. The main method of looking around and targeting an enemy.
Turn right	Same as previous, but in opposite direction.
Look up (Swim up)	When swimming, use in conjunction with W (PC) or w (console).
Look down (Swim down)	When swimming, use in conjunction with W (PC) or w (console).

MODIFYING STRAFING AND LOOKING

The in-game options allow you to increase or decrease the sensitivity of your strafing and looking; the higher the value, the quicker you will sidestep or swing your head around.

- If you're constantly being hit before you can turn and react to an enemy, try increasing your strafing and looking.
- If you're constantly overshooting an enemy when targeting them, try decreasing your strafing and looking.

Once familiar with these maneuvers, experiment with the many subtle moves you can achieve with different controller interactions. For example, sidestep right and turn left to move away from a target in a circle.

VEHICLE MOVEMENT

FUNCTION	DEFAULT ACTION (PC)	DEFAULT ACTION (XBOX 360)	NOTES
Turbo (car)	Shift	LB	Useful for clearing ramps and gaps.
Handbrake (car)	Spacebar	A	Excellent for sudden stops and quick turns.
Drive forward	W	L	Accelerates, too.
Reverse	S	L	
Turn left	A	L	Turning controls are reversed in airboat. Combine with handbrake or sharper turn.
Turn right	D	L	Turning controls are reversed in airboat. Combine with handbrake for sharper turn.



Vehicular movement is only applicable in *Half-Life® 2* and *Episode Two*; your *Episode One* adventure involves on-foot maneuvering exclusively.



In addition to the controls described in the table, use the look and fire commands to gaze around your vehicle and fire its weapon, if applicable.

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WEAPON AND SUIT COMMANDS

FUNCTION	DEFAULT ACTION (PC)	DEFAULT ACTION (XBOX 360)	NOTES
Primary attack	(left click)	RT	Your weapon's main attack.
Secondary attack	(right click)	LT	Your weapon's secondary attack (not available on all weapons).
Reload weapon	R	B	Use at opportune moments, such as after a battle.
Use	E	X	Incredibly useful: chats, opens doors, flicks switches, and more.
Squad orders	C	BACK	Use while pointing in direction with target reticle, and your team moves to that point. Only works with "team following" icon in bottom-right of HUD
Weapon Category 1	1	N/A	
Weapon Category 2	2	N/A	
Weapon Category 3	3	N/A	
Weapon Category 4	4	N/A	
Weapon Category 5	5	N/A	
Previous Weapon	Mouse Up	N/A	The easiest way to cycle through weapons.
Next Weapon	Mouse Down	N/A	The easiest way to cycle through weapons.
Last weapon used	R or Q	N/A	Excellent if you're almost out of ammo and want to switch quickly to another preferred weapon.
Gravity Gun	G	RB	Useful; quickly switch between your last weapon and the Zero Point Energy Field Gravity Gun.
Bug bait	N/A	N/A	Simply use the Previous/Next Weapon Command
Flashlight	F	Y	Energy meter appears. Use sparingly in dark areas.
HEV Zoom	Z	R (Click)	Excellent zoom capabilities. Use to view unexplored areas ahead.

OTHER COMMANDS

FUNCTION	DEFAULT ACTION (PC)	DEFAULT ACTION (XBOX 360)	NOTES
Take screenshot	Print Screen	N/A	Screens are saved within HL2 directory.
Quick save	F5	N/A	Extremely useful; utilize as often as appropriate.
Quick load	F6	N/A	Allows quick return to action after demise.
Pause game	Pause	START	Can be used to plan an attack by inspecting area ahead.
Quit Game	N/A	N/A	



For all Controls for the PlayStation 3 version of this game, consult your Instruction Manual.

SUITING UP: THE HEV AND HUD

THE MARK V HAZARDOUS ENVIRONMENTAL SUIT

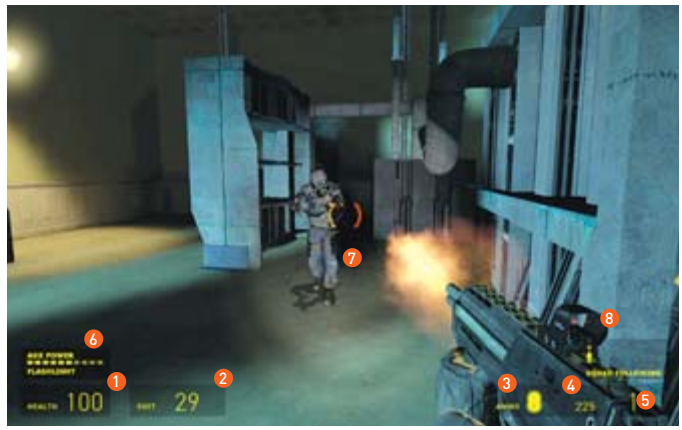
This isn't available until it is given to you. It provides limited protection from the elements (including enemy fire). It also displays vital information on the heads-up display (HUD). The suit needs to be recharged periodically; the greater the charge, the more protective power the suit provides. It has the following additional functions.

FLASHLIGHT

The HEV Suit includes a built-in Flashlight. The Flashlight draws energy from the suit battery, so be sure to turn it off when you exit a dark area. The Flashlight recharges automatically. When in use, the energy level is shown in the bottom-left part of the screen.



HEADS-UP DISPLAY



1. Your health (on a scale of 0–100)
2. HEV Suit's protective charge (on a scale of 0–200; normally only available up to 100)
3. Ammo remaining in the current clip
4. Total available ammo
5. Secondary ammo if available
6. Sprint, Flashlight, or Oxygen levels appear here
7. Target reticle
8. Available teammates

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The HEV Suit's HUD shows health, available energy, and remaining ammunition. It allows you to select a weapon or item quickly from your inventory. It also alerts you when you are sustaining injury from enemy fire (a red arc in the direction of the attack, allowing you to quickly turn and deal with the situation at hand) and when an environmental hazard such as radioactivity or drowning is threatening your survival.

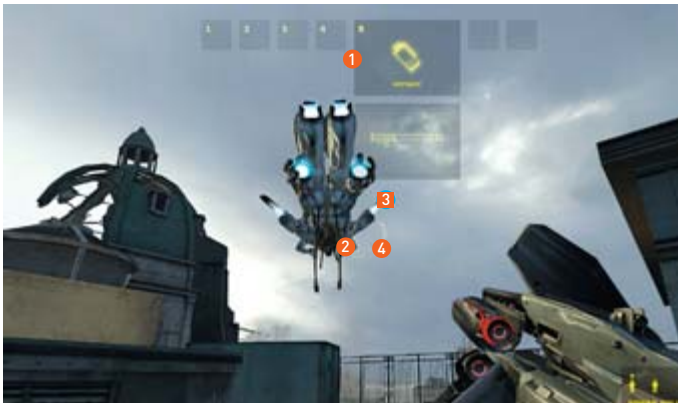
WEAPON SELECTION

The Weapons Detail section of this guide has exhaustive information on each piece of killing ordnance available. The following information is initial advice on weapon management.

CATEGORIES

Along your journey, you can find and use a variety of weapons ranging from common handguns to multipurpose experimental prototypes. Most weapons offer a primary and secondary fire mode, so become familiar with newly equipped weapons before heading into a firefight. Weapons are stored in one of six slots, easily accessed by pressing the number keys or using the Previous/Next Weapon command.

WEAPON USAGE



1. Weapon categories
2. Remaining health indicator
3. Reticle
4. Remaining in-clip ammunition

Crosshairs: The on-screen crosshairs, also known as the reticle, aim your shots. In addition, the Quick Info reticle provides important status information. The left side of the crosshair circle displays remaining health. The right side displays remaining ammo in the clip.
Primary Fire: This fires your weapon. Quickly tap, and then press the fire button down to check whether your weapon can be fired rapidly or not.
Secondary fire: Some weapons have secondary fire (also known as Alt-Fire) capabilities, such as a Zoom or a grenade launcher. Note that some secondary fire ammunition may not be available immediately.
Reload: Don't forget to Reload when you have a break in combat. You do not waste any ammo remaining in your clip when reloading.

SURVIVING AND THRIVING

You must learn some movement tactics that can save your hide time and time again in combat situations.

MOVEMENT FUNDAMENTALS

The basic movement techniques are the foundation of more advanced moves described later.

CONTINUOUS MOVEMENT



As you begin your adventure, attempt to move continuously; a moving target is more difficult to hit. Perfecting the sidestep, or strafe, is the key to maneuvering while keeping your target within your crosshairs.

CROUCHING



Ducking decreases your target profile and allows you to remain in a smaller amount of cover for a longer period of time. Crouching is also necessary when maneuvering through small ducts or other tiny areas. Combine this with a jump to leap through small windows, or other tight spaces above you.

SPRINTING AND JUMPING





Your suit's new Sprint function is exceptional for moving quickly through an area, but don't dash through a zone you haven't explored fully. You can only sprint for a short amount of time (indicated on screen), so use this power wisely, such as for negotiating a pipe belching hazardous smoke. Try sprinting and jumping to reach a far balcony or ledge, such as leaping an area of sand or gap between balconies. Otherwise, jumping is simply a method of maneuvering across openings. It can also be used to dodge incoming fire.

GRABBING



Most useful when climbing up and down ladders, pressing the Use button grabs and releases your grip from the ladder, enabling you to quickly move away from a ladder you can sometimes become "stuck" on.

SWIMMING



Although not used to the same extent as in the original *Half-Life*, your suit's oxygen tank is set up to give you a small air supply—just enough to venture underwater. Remember you can use the Jump button to rise to the surface, and your look direction influences whether you swim up or down. When in a panic, point up and move!

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STRAFE, DON'T TURN




A distinct technique from turning (which is moving forward and looking), strafing involves moving sideways while keeping your body facing the same direction you are looking. Initially, it is useful for dodging incoming bullets without losing sight of your foe. Strafe left to avoid a bullet, and right to return to your previous position. Practice this. It is especially useful at range, where you can nimbly sidle left and right, avoiding gunfire while continuously targeting an enemy and firing.

STRAFE AROUND CORNERS




The next technique to learn is to strafe around corners. Usually, you would walk slightly past a corner, then turn (by looking). Not so if you want to remain healthy. Instead, just before reaching a corner, turn and face the new passage before proceeding. Then sidestep out and press forward. This allows you to react instantly to any enemies ahead. This example shows avoiding a nasty Barnacle attack with this method.

RUNNING BACKWARD

When facing aggressive and highly intelligent enemies in a limited space, maneuvering backward can be more productive than turning and fleeing. You are able to lay down fire, won't be shot in the back, and can then take cover. Practice maneuvering through the train station or plaza in City 17 at the start of your adventure. Then retrace your steps, this time traveling backward. Once you can maneuver without floundering, you can apply this in the combat zone.

KEY TACTICS

SLIDE AND ATTACK




Putting strafing together with gunfire results in the slide-and-attack technique. You remain the same distance away from your enemy, but shift left and right while keeping your foe targeted, plugging away until your adversary falls. This is a reasonable plan for dealing with semi-intelligent enemies in an enclosed space.

HIDE AND PEEK




Wherever possible, a better way to fight involves diving behind crates or staying at a corner, peeking out to fire, and then returning to cover. You can be fired upon for only a limited amount of time. You do need to re-target your enemy each time you pop out, however, so watch your step when using this technique against fast-moving entities. When entering a room, use this technique if you're in a safe position to quickly determine the threats in the chamber, and then enter.

CIRCLE-STRAFING




The final, and most advanced, technique in combat is the circle-strafe. This must be undertaken in an area large enough to accommodate you as you run around an enemy, circling the foe while keeping your gun targeted directly on him. This way, you can constantly plug bullets into him while remaining difficult to hit. Vary your direction, and maneuver in and out to become even more hard to kill.

GENERAL TECHNIQUES

EXPLORE THOROUGHLY, CLEAR YOUR AREA



During your adventure, inspect every nook and cranny, and remember every junction where you missed a branching pathway, or ladder you didn't have time to climb. Thorough exploration usually solves a seemingly infuriating dead end, such as a gate that you can't open (chances are that a switch or other device lies nearby). Make sure you break open every Supply Crate, check every corner, and stop for a moment to inspect the walls, ceilings, and floors so you don't miss a hidden duct or passage. Don't flee a combat area to another area; try securing each area you're in before continuing, unless the walkthrough instructs you otherwise.

SAVE OFTEN

Saving your game seems like a simple idea, but in the heat of battle you can forget, and then have to replay major portions of a level. Whenever you reach a junction, after every battle or escape, and each time you peek around a corner, view a nasty enemy, and dart back behind cover, you should save.

EXPERIMENT

With weapons as varied as the Zero Point Energy Field Gravity Gun, you'll find that dozens of possible methods exist for completing each area. Using a different weapon to clear the same area produces an entirely different gameplay experience each time you play. Remember that risky tactics are sometimes the most adrenaline-pumping, so next time you spot a squad of Soldiers and think you can bludgeon them to death with a Crowbar instead of using cover and a submachine gun, save your game and give it a try!

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CRATE BLOCKING



In certain situations, you can actually use scenery items to your advantage, such as for destroying enemies, or at the very least blocking their path. Adventuring in *Half-Life 2* isn't a simple matter of completing areas by laying waste to them; preventing enemies from chasing you by blocking their path is another tactic to try.

CARRYING ITEMS



Pressing the Use button without your Gravity Gun equipped enables you to carry an item, although certain heavier items require a little more exertion, and some can't be lifted at all. Play with items to learn their behavior when thrown, shoved, or otherwise manipulated to see which can become valuable weapons, movable cover, or crushing devices to use against the enemy.

FULL-LIFE: STRATEGIES FOR SURVIVAL

Before you begin your mission, make sure you remember at least a couple of the following tips to increase your chances of survival. You should also read up on the characters, enemies, and weapons you'll need to complete this monumental task.

THE GRAVITY OF THE SITUATION



Be sure you use the G key (PC) or double tap S START (Xbox 360 and PS3) to regularly switch between your last weapon and the Gravity Gun. This way you can quickly flick between firepower and scenery item movement. For example, you can shove a wardrobe down some stairs into an enemy, then switch immediately to the Pistol and finish off the wounded victim. Because the Gravity Gun is used more than any other weapon, flicking between it and your other most effective gun for the situation is quicker than manually cycling through all your firepower.

HEADS UP



Headshots: the only way to defeat your foes. Whenever possible, aim at your enemy's head, if it has one. The damage you inflict is tripled. Furthermore, when dealing with Zombies, you can kill both the Zombie *and* the Headcrab controlling it, whereas if you strike the Zombie's body, the Headcrab usually survives.

ZOOM, RELEASE, FIRE



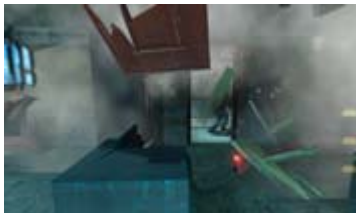
With nimble key strokes, you can turn any weapon into a sniper rifle. Use your suit's Zoom function to inspect an enemy in the distance, get a good view, then fire as you zoom out. You can wing a target from extreme range by using this method.

ANIMOSITY



Zombies and Combine Soldiers just don't get along. Sentry guns programmed to attack will take out Zombies for you. Fast Zombies and Antlions facing off is a sight to behold. An Antlion Guard devastating a Combine Soldier squad is a thrilling and one-sided carnage-fest. If there are two types of enemy in a single area, it is sometimes best to let their animosity play out. It saves ammunition too.

HEARING



Listening is just as important as an itchy trigger-finger and a circle-strafe. You can actually hear enemies ahead, behind, or around you if you listen. Sometimes an enemy out of view is still able to be heard, allowing you to react before you see it.

YOUR ENVIRONMENT

LEDGES AND EDGES



Be sure your dexterity is attuned and your game is saved; numerous narrow ledges, cliff sides, and precipices endanger you with a potential death plummet. Keep a steady pace and don't rush these sections.

TELEPORTING





Teleporters are not used in *Episode One* or *Episode Two*.

Teleporters are used on more than one occasion to transport you a distance too great to travel on foot. Simply sit back and wait for the teleport operators to do their job. It's probably safe.

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OBSTACLES



Whether a group of crates, a duct grating, or a barricade of planks, many obstacles can be removed or maneuvered around by smashing with either the Crowbar or the force of the Gravity Gun.

LADDERS



Climbing ladders can be treacherous until you employ the technique of pressing the Use button to grab and release your grip on a ladder. This lets you negotiate ladders without fear near precipices.

STAIRS



Heading up and down stairs is a simple concept, but always check whether you can see through the stairs and blast incoming enemies from above or below. Also watch for ambushes on stairways.

EXPLOSIVE BARRELS



These barrel are an important offensive tool and the demise of an unwary player. Two bullets will cause a barrel to catch fire after a three-second delay, and three bullets detonate them. Blow them apart to defeat enemies, but watch out for chain reactions.

MOVING VEHICLES



Whether it's the colossal Razor Tren hurtling by you, or a Combine Armored Personnel Carrier (APC) driving in the streets below, large vehicles cannot be entered or driven, and serve only as deadly obstacles. Don't step out in front of them!

DOORS AND GATES



Doors appear in a variety of shapes and types. Although they are easy to operate by pressing your Use button, be aware that a squeaky door opening can alarm enemies. Remember that you can fire through mesh gates.

DUCTS



Air-conditioning ducts are always big enough to crawl through. Arm the Crowbar or a close-assault weapon, and switch on the Flashlight when exploring.

ENERGY WALLS (A.K.A. FORCE FIELDS)

The Combine has erected large blue walls of energy in various areas around the city to stop citizens (and you) from venturing outside of its control. Some walls can be powered down, but most are dead ends. Watch out for enemy forces though; they can move through energy walls at will.



WATER

Once you determine that the liquid you're about to wade into isn't radioactive or swarming with Carnivorous Leeches, you can dive in. Note that your Crossbow and Crowbar work underwater, and you have limited oxygen. Find the surface as fast as you can.



COVER



When engaged in a vicious firefight, make sure you locate cover. Crouching behind it is an excellent plan. Notice what happens to cover when enemy fire hits it; some is destroyed, cars can move, and other cover remains sturdy.

LAMBDA LOGOS



The resistance forces uses a lambda logo that they spray-paint or stamp across the walls throughout your adventure, and this is always a sign of a hidden weapon or ammo cache nearby.

VALVES, LEVERS, AND SWITCHES



You'll find devices that must be pressed, turned, or generally fiddled with, and the general rule is to use these devices. Some can't be reset, or require you to hold the Use button instead of tapping it.

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RADIOACTIVE AREAS

Radioactive waste is extremely dangerous, and a built-in Geiger counter on your HEV Suit warns you of its location (although it is easy to spot). You'll lose significant health if you wade in. The Citadel's Core is also radioactive, but doesn't inflict damage on you.



PARASITE ROCKETS



Seen either arcing through the sky leaving a bluish trail, or already embedded in the ground, parasite rockets are named after the Headcrab cargo they unload on impact. If you spot a rocket, prepare for Headcrab combat.

ELECTRICITY



Various disturbances sometimes shake electrical cables free of their moorings, and the shock you can receive is damaging. Stay away from writhing cables, electrified containers, or electrified water.

RAMPS



Scattered throughout the canals, coastal area, and Outlands are a variety of ramps, which you should approach at maximum velocity; you must jump some ramps just to continue progress. Hit them head-on and fast.



NOTE

Ramps are not used in *Episode One*.



PUZZLES

Don't expect to waltz through this adventure with guns blazing; you must solve a number of brain-teasing puzzles. Fortunately, the walkthrough reveals all of the puzzles and their solutions.



ELEVATORS

Some elevators don't work, and most others are controlled by another character. Look up or down as the elevator moves, and look for the direction of the exit door and turn that way.

FIRE



Moving into fire is never recommended, but it is a useful tool for destroying enemies, mainly the undead Zombie types. Escaping gas, explosive barrels, canisters, gas pumps, and gas cans are all flammable. Stand far back.

SAND



The coastal plains stretching away from City 17 are home to a vicious creature known as the Antlion, and as soon as you stand on sand (whether covered in grass or not), these entities spawn. Stay off the sand!

OCEAN



The ocean is a deadly place that you should not venture into under any circumstances; it teems with schools of Carnivorous Leeches that quickly kill you.

THUMPERS



Large black obelisks are part of the Combine technology that is actually advantageous to be near; they halt Antlions from spawning in a circumference around the device. These can be switched on and off.

VEHICLES (NON-DRIVABLE)



During your *Episode One* excursion, Alyx's mechanized pet has a somewhat alarming plan to cover great distances, and the wrecked shell of a vehicle is part of it. When asked, press Use to enter the vehicle, and hope for the best!

CUBBY HOLE COVER

Taking cover behind objects is an excellent option discussed earlier, but you can also use confined spaces to hide without fear of attack from similarly sized enemies, such as this cubby hole too small for a Fast Zombie to enter. Defeat enemies at your leisure.



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PLUGS
Powerful devices not yet spliced into the Combine Citadel run off generators, and these are connected by large plugs. It only takes a swift tug (from your hands or Gravity Gun) to unhook such a device.



LASER TRIP-MINES (A.K.A. SLAMS)
Watch your step when you spot a faint red or blue laser beam; these are attached to mines on the wall, gun emplacements, or ground turrets. The walkthrough details how to avoid these.



MONITORS
Monitors scattered about the environment range from towering screens attached to large buildings across City 17 to smaller monitors in command rooms inside Nova Prospekt. These have multiple channels; press the Use button to flick through them.



COMPUTER TERMINALS
The Combine's giant computer terminals provide command-and-control capabilities and have been installed throughout City 17 and Nova Prospekt. You have no security clearance; only other characters can access these devices.



COMBINE LOCKS
Many doors are sealed by a complex black Combine lock that requires specialist EMP devices to unlock. Unfortunately, you do not possess one. Alyx Vance has been known to carry such a lock pick, however.



NON-PLAYER CHARACTERS
These are friendly entities you meet along your way. Talk to them by meeting them and pressing Use. Continue to press Use for further conversation, or sometimes combat supplies.



COMBINE GENERATORS
Encased in a thick metal frames, City 17's Combine security points and large-scale suppressor weapons are powered by massive generators. To disable them, they must be opened and the inner core orb removed.



COMBINE CORE
Rapidly pulsating in a critical meltdown, the center of the Combine's Citadel comprises a gigantic core, which is radioactive and deadly to the touch. Find a way to stabilize this, and fast!



ANTLION WEBS
Later in your expedition, during an investigation of an Antlion breeding labyrinth, you encounter these disgusting and sticky webs, which should be shot or removed before continuing. Sometimes items are behind the mucus!



LOCKERS
Make sure you rummage around these metal lockers in particular, as the doors open and these can easily be overlooked. Expect to find items and ammunition inside, and occasionally a slightly nastier surprise....



IN-CAR RADAR
When you acquire a Cannibalized Muscle Car during your Outlands expedition, try to locate friendly forces that can add an in-car radar. This shows secret caches of items, certain enemies, and other vital locations.



DEVICE PORTAL
A tiny portable teleport with a flashing light, the Device Portal dispense a particularly interesting type of explosive device that specifically targets the largest of the Combine's ground troops. Locate and grab the bombs from here.

PORTAL AND *TEAM FORTRESS* 2 TACTICS
If you are looking for additional and tactics regarding *Portal* and *Team Fortress 2*, learn the basic maneuvers and actions in this chapter, then refer to the specific Training sections later in this guide.

ACHIEVEMENTS AND UNLOCKABLES



Each of the five different adventures also has something new and secretive to unlock: a series of optional tasks that award you points, known in some circles as Achievements. Refer to the last section in this guide for all the information on what these Achievements are, and how to unlock them.

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WEAPONS DETAIL



Fighting the Combine requires a variety of specialized equipment. Throughout the adventure, you regularly locate different types of killing weaponry and use them in a variety of offensive operations. This section covers all the weapons you can carry on your person (on-board ordnance), plus essential items to collect (in-game inventory).

NOTE

The Weapons information in this section refers to tactics present during *Episode One* and *Episode Two*, and although you can also apply these to *Half-Life® 2*, refer to the Weapons Detail in that book for all details.

ON-BOARD ORDNANCE

Here we reveal and explain each weapon you can carry on your person and access through your HEV Suit's HUD at the top of the screen. They are listed here in the order they appear as you cycle through your inventory, not the order they are given to you.

TIP

To determine which weapon to use in terms of damage in a particular combat situation, compare the "damage inflicted" number listed in this section to the enemy's health detailed in the next section of this guide; this tells you how many shots it takes to defeat a particular foe.

NOTE

The "chapter located" information refers to the *Half-Life® 2*, *Episode One* and *Episode Two* chapter numbers, not this guide's chapter numbers.

SCENIC DEBRIS



Damage inflicted: Varies (light)
Description: Various scattered objects, from paint cans to computer terminals affixed to walls, found throughout your adventure.
Techniques: Look for an object, press Use to pick it up, and throw it. The height at which you're looking influences how far the object will travel. Heavier objects cannot be thrown as far as lighter objects. Although you can practice throwing items of different sizes and weights using your hands (until you are comfortable with how a wide variety of objects behave), this form of attack is not recommended, as it is ineffectual. Use the Gravity Gun to grab objects instead.
Targets: Any human-sized enemy or smaller (used in conjunction with the Gravity Gun).





Chapter located (HL2): 2, "A Red Letter Day"
Chapter located (EP1): 4, "Urban Flight"
Chapter located (EP2): 1, "To the White Forest"
Damage inflicted: 10
Secondary fire: No

Description: A straight bar of steel, with the working end shaped like a chisel, bent and forked, usually used as a lever.
Techniques: This is one of the last weapons you get, and is not too different from a tool picked up during the original Black Mesa Incident or your first adventure through City 17. You can swing it quickly with a swift arcing and stabbing motion at any nearby enemies (especially good for battering Headcrabs if you time the swing to coincide with the beast's jump), and is also useful for breaking apart wooden barricades, and other scenery you don't wish to waste ammunition on. Also use it to bludgeon lone Zombies or Police, and in tight spots (such as ventilation ducts).
Targets: Headcrabs, Metro Police, or Soldiers. (Only attack Combine forces if you have no other choice.)



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9MM PISTOL



Chapter located (HL2): 3, "Route Kanal"
Chapter located (EP1): 3, "Lowlife"
Chapter located (EP2): 1, "To the White Forest"
Damage inflicted: 5
Ammunition (chamber/carried): 18/150
Ammo pick-up amount: 20 (small)/ 100 (large)
Secondary fire: No

Description: A silver-and-black 9mm Combine-approved handgun with 18 bullets in the clip.
Techniques: This accurate tool, the first firearm you receive that enables you to bring down enemies at range, is more helpful than you may initially realize. Despite the low damage it inflicts, it fires as fast as you can manually pull the trigger—a vital point to learn, allowing upward of three shots per second if your reactions are fast enough. The faster you fire, the less accurate your shots become, so consider target distance versus situational urgency when deciding how quickly to fire.
Targets: Combine Soldiers, Scanners (especially at distance), Barnacles, Headcrabs, Metro Police, Magnusson Devices stuck on Striders, and fights with one or two enemies at a time.



.357 MAGNUM



Chapter located (HL2): 4, "Water Hazard"
Chapter located (EP1): 5, "Exit 17"
Chapter located (EP2): 1, "To the White Forest
Damage inflicted: 40
Ammunition (chamber/carried): 6/12
Ammo pick-up amount: 6
Secondary fire: No

Description: A heavy, six-shot silver revolver with incredibly powerful bullets loaded manually into the chamber.
Techniques: Six shots, a lengthy reload time, and no secondary fire may dissuade you from using this. Ignore these shortcomings; the weapon takes down any pedestrian enemy with a single shot, even at range. Ensure an instant kill by aiming at the head. For single assassinations at close or long ranges, there's nothing quite as satisfying as a takedown with a Magnum. If you have incredible dexterity, use the Magnum to shoot incoming Grenades back at the attacker. This is the preferred weapon for this tactic because the strength of the shot ricochets the Grenade away with extreme force. Employ hit-and-run tactics with this weapon, popping out from cover to kill an enemy, then darting back to relative safety. You can also use your Suit's Zoom capabilities to seek out a target, such as a sniper, at a distance, then release the Zoom and fire your Magnum, effectively making it a ranged weapon and a faster-firing alternative to the Crossbow.
Targets: Metro Police, Soldiers, and Hunters.



SUBMACHINE GUN (SMG)



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 3, "Route Kanal"
Chapter located (EP1): 4, "Urban Flight"
Chapter located (EP2): 2, "This Vortal Coil"
Damage inflicted: 4 per bullet (fires about 13 per sec.)
Ammunition (chamber/carried): 45/225
Ammo pick-up amount: 45 (small) 225 (large)
Secondary fire: Grenade
Damage inflicted: 100
Ammunition (chamber/carried): 1/3
Ammo pick-up amount: 1

Description: A compact but powerful Combine-approved submachine gun with integrated secondary grenade-launcher capabilities.
Techniques (Primary): A rapid-fire, all-purpose combat weapon, this is your default ordnance for tackling enemies in the widest variety of combat situations until the Pulse Rifle is obtained. The SMG has a very high rate of fire, but only mid-level damage when it hits, so it is best suited to close-to-mid-range combat. Watch your ammo level; there's a tendency to lay down too many consecutive shots. Use quick and accurate bursts of fire. A good rule of thumb is: the faster the enemy, the shorter and sharper the bursts of SMG fire should be. For Zombies, unload constantly until it falls. For a Headcrab, tap tiny bursts to maximize your ammo supply. This is a fine weapon for circle-strafing.
Targets (Primary): Any enemy confrontation with troops (humanoid size or smaller), Antlions, and three foes or fewer in a group.
Techniques (Secondary): The Alt-Fire for this weapon lobs an explosive Grenade in an arc in the direction you point your weapon. The Grenade instantly explodes on impact. This is a very useful "panic button" for situations that quickly turn ugly (such as when backing up from an ambush), to dispatch two or more enemies very close together, or to remove enemies when it's almost time to reload the SMG's primary fire.
Targets (Secondary): Clumps of enemies just appearing out of doorways or confined in a small chamber. Also able to flush snipers from windows with careful aiming.



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12-GAUGE SHOTGUN



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 6, "We don't go to Ravenholm"
Chapter located (EP1): 3, "Lowlife"
Chapter located (EP2): 1, "To the White Forest"
Damage inflicted: 56* (8 per pellet x 7 pellets per blast)
Ammunition (chamber/carried): 30/6
Ammo pick-up amount: 20
Secondary fire: Yes
Damage inflicted: 84* (12 per pellet x 7 pellets per blast)
(* varies depending on range)

Description: 12-gauge manual-pump shotgun firing buckshot load.
Techniques: An exceptional close-quarter weapon, the 12-gauge shotgun has stopping power that almost can't be beaten (except by the Magnum, which requires more accuracy). However, damage at range tails off considerably; this may be an essential weapon for blasting the Headcrabs off Zombies, but it's unimpressive at mid to long range. It has two additional firing abilities that you should test: The first is the secondary fire, which is a slower-firing burst that uses double the ammunition, but inflicts more damage. Use this on a powerful enemy that's in your face, such as the Zombine. The other firing mode is the out-of-ammo firing; you can manually load and fire a single shot. This takes around half a second per action, and is much slower than backing out of a fight and completing the chamber reload. Use this technique only when facing an immediate threat and cannot switch to the Magnum. You can also employ hit-and-run tactics with the Shotgun; stepping out of cover, blasting, and returning to hide. Or, let the enemy spot you, hide around a corner, wait for them to appear, and blast them. Reload when no enemies are around; it's better to switch to another weapon than wait for a Shotgun reload in the heat of battle.
Targets: Zombine, Headcrabs on Zombies, Headcrabs, any entity at close range (less than 20 feet).





OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR)



PRIMARY FIRE CAPABILITIES

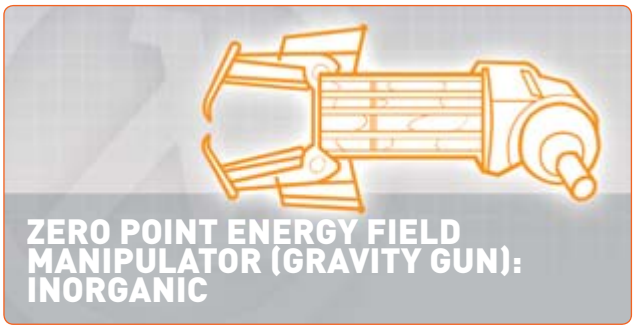


SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 6, "We don't go to Ravenholm"
Chapter located (EP1): 4, "Urban Flight"
Chapter located (EP2): 3, "Freeman Pontifex"
Damage inflicted: 8 per bullet (fires about 10 per sec.)
Ammunition (chamber/carried): 30/60
Ammo pick-up amount: 20
Secondary fire: Energy orb
Damage inflicted: 100*
Ammunition: (chamber/carried): 1/3
Ammo pick-up amount: 1
(* Instant death to each enemy hit by it, up to three hits)

Description: Combine-assembled dual-purpose Overwatch Pulse Rifle with optional energy orb thrust launcher.
Techniques (Primary): An exceptional rapid-fire variant to your SMG, the Overwatch Pulse Rifle (also known as the AR2) is an impressive piece of Combine manufacturing issued to some Soldier classes. Featuring extremely hard-hitting pulses and quick reload, this is a viciously powerful weapon. Use even shorter and more accurate bursts than with the SMG, as constant firing leads to massive ammunition consumption. Highly accurate with almost double the damage of the SMG, this is the choice weapon for intense combat situations at medium to long distance and/or against a large number of opponents. Use this instead of the SMG in long-range encounters specifically.
Targets (Primary): Any enemy of Antlion size or smaller, groups of enemies.
Techniques (Secondary): The secondary fire is a large energy ball with a three- to six-second lifespan. It should be accurately shot at a single incoming enemy in a group. It travels for two seconds and ricochets, killing enemies for the remaining time. It is usually possible to destroy three enemies with one orb. After three enemies or seconds, the ball dissipates. To best use the limited orb life, you should be relatively close to the enemy before launching it.
Targets (Secondary): Groups of enemies (never use on single humanoid-sized foes) in an enclosed space. Single large-scale entities (such as Antlion Guards, and Hunters).

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ZERO POINT ENERGY FIELD MANIPULATOR (GRAVITY GUN): INORGANIC



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 5, "Black Mesa East"
Chapter located (EP1): 1, "Undue Alarm"
Chapter located (EP2): 1, "To the White Forest"
Damage inflicted: Varies
Ammunition (chamber/carried): N/A / N/A
Ammo pick-up amount: N/A
Secondary fire: Yes

Description: Zero Point Energy Field Manipulation device emitting an orange beam with inorganic-management capabilities.
Techniques: Also known as the Physics Cannon and the Gravity Gun, the Zero Point Energy Field Manipulator is the most versatile, helpful, and sometimes devastating weapon you're ever likely to find. How you use this weapon is completely dependent upon your immediate environment, allowing you to be very creative with scenic items, so the walkthrough describes specific scenarios and tactics. The controls are described here, along with some general guidelines for how to apply the Gravity Gun's abilities.

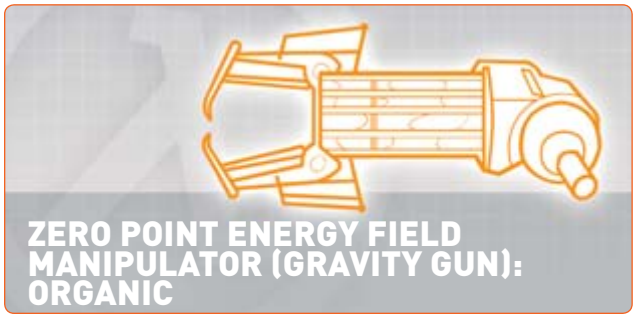
Secondary fire sucks objects up to the size of a car from their location and into the Gravity Gun's field directly in front of you, where you can hold them. Press Secondary fire again to drop them. Secondary Fire object "pulling" is a long-range technique.

Primary Fire blasts objects up to the size of a car away from you. The blast beam is powerful, but you can substantially increase this power by first sucking (Secondary Fire) and object toward you, then blasting it toward your target. Primary Fire "pushing" is a close-range technique.

Press G (PC) or ↓ ↓ (console) to swap immediately between the Gravity Gun and the previous weapon used. This is useful for clearing a path while under fire and need to quickly flick between the Gravity Gun and a regular gun.

Now that you know *how*, you need to know *what* to suck and blast:

- Any object can be pulled or pushed, except for objects bolted to the ground, heavier than a car, or organic materials (such as Combine Soldiers or Alyx).
- An object's weight and size determines the force and distance it travels when blasted. Small items (cans, small crates, saw blades) travel fast and long. Medium items (computer screens, washing machines) travel fast and short. Large items (cars) can only be pushed.
- Use computer terminals and similar objects (that don't block your vision) as projectiles against enemies. You can use the same item repeatedly and carry it along. This saves ammo. Saw blades are good, too.
- Stack items to gain access to upper areas.
- Clear areas of debris quickly and effectively.
- Grab items and supplies that you can't otherwise reach.
- Destroy barricades with a left-click blast.
- Manipulate larger items (like cabinets) as shields or to block enemy movement.
- Explosive barrels can be manipulated *carefully*.
- Extra ammo or health can be carried or blasted into areas you know you'll reach later.
- Destroy Manhacks and Rollermines by sucking them in and then blasting them into a wall or the ocean. You can hold the Manhack to use as a chainsaw.
- Grab and blast back incoming grenades and energy orbs (you can't actually grab the orbs, but can manipulate them for multiple kills).
- Catch or deflect large objects falling toward you.



ZERO POINT ENERGY FIELD MANIPULATOR (GRAVITY GUN): ORGANIC



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 13, "Our Benefactors"
Chapter located (EP1): 1, "Undue Alarm"
Chapter located (EP2): Not Available
Damage inflicted: Varies
Ammunition (chamber/carried): N/A / N/A
Ammo pick-up amount: N/A
Secondary fire: Yes

Description: Zero Point Energy Field Manipulation device emitting a blue beam with additional organic-management capabilities.
Techniques: Should the Gravity Gun's flux capacitors become modified by Combine technology, both inorganic and organic materials can now be manipulated. In addition to every ability detailed previously, any enemy, whether human or machine, can be sucked, blasted forward, or abused as if it were a barrel or piece of debris. The offensive capabilities of this method of attack are unsurpassed: "bowling" enemies into each other, carrying a suspended enemy as a shield, and hurling scenic objects at your foes.

The Gravity Gun's power to move heavier inorganic objects has also increased, and these make powerful projectiles. For example, you can "yo-yo" energy conduit orbs between enemies, alternately blasting and sucking these projectiles, bank them off walls, and crush them with any large-scale available objects, or even use the flailing bodies of Combine foes as humanoid shields while you advance.
Targets: All Combine forces within the Citadel.

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PRIMARY FIRE CAPABILITIES



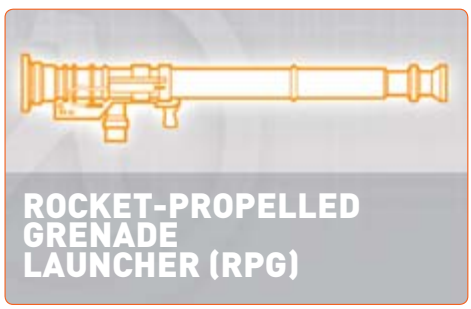
SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 3, "Route Kanal"
Chapter located (EP1): 4, "Urban Flight"
Chapter located (EP2): 1, "To the White Forest"
Damage inflicted: 125
Ammunition (chamber/carried): 1/5
Ammo pick-up amount: 1
Secondary fire: Yes

Description: A single-use cylindrical military-issue fragmentation grenade with four-second fuse.
Techniques: Prime a Grenade, and then release it; the trajectory is determined by your target reticle, not how long you hold down the button. In primary fire situations, the Grenade is thrown long through the air in an arcing movement. It lands and explodes after its fuse expires, which starts from the moment you throw the Grenade. The throw is key to flushing out enemies behind cover or around corners. Practice banking grenades around corners to gauge the proper trajectory for making them detonate at the point you desire.

Secondary fire with grenades is the advanced tactic of throwing a Grenade a short distance instead of long distance. This is useful when you are around a corner close to your enemy. If you crouch and Alt-fire, you roll the Grenade across the floor for more precise low-level takedowns of devices such as ground turrets. Also remember that enemy grenades can be picked up (by hand or Gravity Gun) and tossed back at the target (or blown back with a Magnum shot), although your timing must precise. Finally, grenades are good for flushing enemies out of buildings, or for a sneak attack on a group of enemies unaware of your presence. For example, use another weapon to break a window, then throw in the Grenade, or roll it through a door.
Targets: Enemies behind cover or around corners, stationary enemies, and those inside windows, or about to burst through doors.







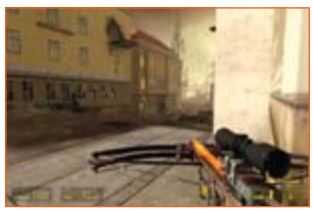
Chapter located (HL2): 7, "Highway 17"
Chapter located (EP1): 4, "Urban Flight"
Chapter located (EP2): 5, "Under the Radar"

Damage inflicted: 200
Ammunition (chamber/carried): 1/3
Ammo pick-up amount: 1
Secondary fire: No

Description: A reusable, shoulder-fired, muzzle-loaded, recoilless anti-Combine and antipersonnel RPG firing fin-stabilized Grenade rockets.
Techniques: With only three shots before the ammo is depleted, the RPG's single-shot strikes cannot be wasted, but they are devastating! Attacks are launched with the primary attack only; fire once to launch the rocket. It is heat-seeking, but not very intelligent, and is easily cut down by enemy gunships. To endure effectiveness, launch, then press and hold Primary Fire to bring out a red laser dot, and guide the rocket with it to your chosen target (ideally placing the dot on the target for the missile to reach).

If attacking a Gunship, which is swift enough to down a rocket if fired directly at it, you must "corkscrew" the rocket by tracing a series of wide circles with your laser for the rocket to follow, and continue this erratic path around and finally into your target. Use this weapon at range! It is the preferred weapon for tackling Gunships and Striders.
Targets: Gunships, flying entities, groups of enemies clustered together, APCs, Striders, Hunters, enemies at extreme range.





PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 7, "Highway 17"
Chapter located (EP1): 4, "Urban Flight"
Chapter located (EP2): 4, "Riding Shotgun"
Damage inflicted: 100
Ammunition (chamber/carried): 1/10
Ammo pick-up amount: 6
Secondary fire: Yes

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Description: Black huntsman-style crossbow with a 250 lb.+ draw weight and bolt speeds over 350 feet per second, with optional scope mounting.
Techniques: The ultimate in stealth sniper weaponry, the long-distance takedowns available from this weapon more than make up for the lengthy reload and low ammunition count. Takedown results are impressive.
The primary attack fires, and the secondary fire zooms in on a target to a greater range than your HEV Suit's function (press right-click again to zoom out). If you want to view potential ambush points ahead and can spot an enemy at extreme range, use this hard-hitting single-strike takedown armament. Be warned that bolts take time to travel, so you must lead any moving targets (meaning you should fire at where the target will move to by the time the bolt arrives, not where t e target is when you fire). Bolts also drop in the air as they lose speed and react to gravity, so compensate for this if firing over an extremely long distance. Skewer unwary, stationary foes with this weapon.
Targets: Humanoid targets at extreme range, or on upper platforms or gantries that cannot be reached.




PRIMARY FIRE CAPABILITIES

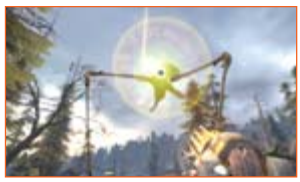

SECONDARY FIRE CAPABILITIES

Chapter located (HL2): 8, "Sandtraps"
Chapter located (EP1): Not Available
Chapter located (EP2): Not Available
Damage inflicted: Immobilization (Combine-only), Death (Antlion attack)
Ammunition (chamber/carried): 1/NA
Ammo pick-up amount: N/A
Secondary fire: Yes

Description: Pheropod glandular sacs harvested from Antlion Guard (*Myrmidont giganticus*)
Techniques: Once secured from the dissolving remains of an Antlion Guard with the help of Vortigaunt manipulation (harvesting cannot be undertaken by humans), any threat from Antlions (see Bestiary) is immediately nullified. You can now use the Pheropod to herd these creatures into combat, mainly against Combine forces. The primary fire tosses a Pheropod sac (which you have limitless supplies of) in an arc like a grenade. The distance it travels depends on where your target reticle is pointing. When the sac lands, it explodes and any nearby Antlions immediately swarm to that location. If a Combine enemy (not Zombie) is struck by a Pheropod, it is incapacitated for five seconds, wafting the vortex of spray that congeals around them.

This can also be used to incapacitate Combine forces in areas without Antlions; debilitate with the Pheropod, then swap to another weapon to finish off the foe. However, when Anltions are available, they swam the area and wait for you after killing any enemies. Primary throwing can alos be used to send Anltions to specific areas you wish to herd them to. The Secondary fire functionality is a squeeze of the sac, which emits a muffled squelch, and releases Pheropods, attracting all Antlions in the area. This is useful to call back Antlions frm an area to congregate near you prior to any assault.
Targets: Combine Soldiers.

MAGNUSSON DEVICE (AKA STRIDER BUSTER)



Chapter located (HL2): Not Available
Chapter located (EP1): Not Available
Chapter located (EP2): 6, "Our Mutual Fiend"
Damage inflicted: Death (Strider only)
Ammunition (chamber/carried): NA/1
Ammo pick-up amount: 1
Secondary fire: No

Description: A sticky bomb, accessed via small field portals, designed specifically to adhere to Striders.
Techniques: Among the creations Doctor Arne Magnusson is most proud of, which he's sure to tell you about in minute detail, is the aptly named Magnusson Device. This oval-shaped bomb is inert when handled, and actually rather fragile, exploding when dropped or used in any other way than it was intended. After locating a small portable teleport kiosk in the field of battle, suck this bomb in with your Gravity Gun, and locate a Strider; the enemy this bomb is designed to defeat. Punt the bomb at the carapace hull of the Strider's body, so it sticks there, insuring no enemy fire shoots the bomb en route. Then produce a firearm once the bomb is stuck and pulsing yellow, and shoot it. The bomb explodes, disintegrating the Strider's head casing, and its legs drop lifelessly to the ground in a pool of disgusting fluid.
Targets: Striders.

IN-GAME INVENTORY

SUPPLY CRATE



Any time you see a small crate marked "supply," immediately destroy it and grab its contents: random ammunition and health items. The actual items inside are determined depending on how well you are playing. If you are desperately in need of health, for example, the crate will usually contain a Health Pack.

AMMUNITION BOX



Dotted around various levels, and also contained in Supply Crates, are ammunition boxes for the various weapons you can pick up and carry. Grab these if you need them, and use their contents wisely—and sparingly in Hard mode!

Following are the different ammunition types available, along with the number of bullets they grant you. Note that "small" ammo refers to clips and limited ammo, while "large" refers to cartons with a bountiful supply.

Small Pistol Ammo: 20
Large Pistol Ammo: 100
Small SMG Ammo: 45
Large SMG Ammo: 225
SMG Grenade: 1
Small .357 Magnum Ammo: 6
Large .357 Magnum Ammo: 20
Shotgun Buckshot Ammo: 20
Fragmentation Grenade: 1
RPG Round: 1
Pulse Rifle Ammo: 20
Crossbow Ammo Bolts: 6

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WEAPON DROP



In addition to weapon ammunition, actual weapons can be found lying around, usually near corpses or next to victims you've dropped. If you haven't received the particular weapon yet, it is added to your inventory. If you have the weapon already, ammunition equal to a small ammo box of that particular weapon type is added to your inventory.



Always inspect large chests with a particular ammunition emblem of on them. These are Infinite Ammo Crates, and are constantly restocked with a particular ordnance, in this case SMG rounds. Bag as many as you need. You can come back to take more if you wish (be sure to do so after every combat).

TIP

Dropped items are found near the bodies of fallen Combine troops and Scanners. Soldiers dropping health or Grenades, only do so once every 30 seconds; spacing out kills may help you obtain more health pickups, if you can survive long enough.

NOTE

If you pick up a weapon that an enemy dropped, you usually recover one magazine's worth of ammo for that weapon. One exception is that Metro Police drop much less ammo if they're armed with an SMG.

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THE MARK V HAZARDOUS ENVIRONMENT SUIT (HEV SUIT)

This is a crucial body suit designed to constantly check the health of its wearer and administer painkillers if you are wounded. Your HEV Suit provides a HUD in constant use that shows your health, suit protection, weapon inventory, and enemy attack direction (if you are hit). Its Geiger counter alerts you to areas of radioactivity. Vision enhancement is provided by the suit's Zoom function , built-in flashlight, and a target reticle. A computer informs you of your well-being. Swimming and Sprinting are also possible. Refer to the Training section for more information on use these features.



HEALTH AND BATTERIES

1. Health Vial: 10 Health Points
2. Health Pack: 25 Health Points
3. Suit Battery: 15 Suit Points

Administering medical attention and suit protection is the key to survival, and these are the items to look for. The two types of health are found scattered on the ground, or in supply crates, or on the bodies of foes. They add the value shown to your "Health" points meter on your HUD. The Battery adds points to your Suit's armor protection ("Suit" on your HUD), and is found in the places health is obtained, as well as from destroyed Scanners.



RECHARGERS

1. Health Recharger: Up to 50 Health points added

2. HEV Suit Recharger: Up to 75 Suit points added

3. Combine Recharger: Up to 150 Health points added, up to 150 Suit points added

Dotted around the walls of your adventure are a number of Rechargers that dispense health, suit battery power, or a combination of both. Use these whenever you see them.



AIRBOAT

Pieced together from the remnants of a dune buggy and a marshland skimmer, this airboat steers similarly to the way you move (use regular movements to both look and steer). However, when reversing, the fins underneath the boat turn you in the opposite direction to a car, so learn how to accurately reverse before attempting complex maneuvers. The airboat can be abused without falling to pieces; accelerate up the banks of the river, but don't get too crazy, because the boat can land upside down and crush you. The boat's speed is its best asset–until a Combine Gauss Cannon is fitted to the front.

GAUSS CANNON

Chapter located: *Half-Life 2*
Damage inflicted: N/A
Ammunition (chamber/carried): N/A
Ammo pick-up amount: N/A
Secondary fire: Yes
Technique: The front-mounted Gauss Cannon on the airboat is an exceptionally powerful weapon with infinite ammunition, but a finite power supply. The weapon's strength remains constant, but watch the counter because the weapon needs recharging if it hits zero, and only recharges when you aren't firing. Otherwise, fire at everything that moves! It is used in specific combat to down a Hunter-Chopper and strafe Metro Police and APCs, and has a secondary fire Zoom function.



SCOUT CAR

Based off a dune-buggy frame, Eli Vance's transportation across the dangerous coastal zone has been this scout car. Robust and stable, usually landing on all four wheels, it

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is controlled in a similar manner to the airboat (use regular movements to both look and steer). The scout car is equipped with a turbo that provides a boost for using up sharp inclines and over jumps , and a handbrake that lets you stop suddenly or skid and slide. Once you begin your drive, try both these special maneuvers, and also inspect the rear; there's infinite SMG ammo in this case!

TAU CANNON

Chapter located: *Half-Life 2*
Damage inflicted: 15 (shot) 250 (burst)
Ammunition: (chamber/carried): N/A
Ammo pick-up amount: N/A
Secondary fire: Yes
Technique: Firing this weapon evokes memories of a previous device that Gordon used during the Black Mesa Incident. However, this Tau Cannon is bolted firmly to the right front end of your car. Tap the Primary Fire to shoot a stream of beam fire, which is great for knocking back Antlions and firing faster than your regular handgun. Secondary fire (hold, then release) is a charged beam that uses a concentrated beam to pull apart anything up to the size of an Antlion. The scout car's Tau Cannon does 15 points of damage per shot. If you charge fully for three seconds, the burst inflicts 250 damage. Combine Gunships are immune to this attack, so use it only for dealing with ground enemies of any size.

CANNIBALIZED MUSCLE CAR

Chapter located (EP2): 3, "Freeman Pontifex"
Based off a late 20th Century car parts, Rebels in the Outlands forest area have built this to cover the vast distances between settlements and outposts. In addition, the Car has good off-road capabilities for when the roads are blocked. It is controlled in exactly the same manner as the Scout Car. Later into your Outland outing, this vehicle receives additional augmentations:
1. A Radar that picks up beacon signals, allowing you to locate hidden Lambda Stashes.
2. A trunk-mounted rack allowing you to place a Magnusson Device on the rear of the vehicle and drive around with it.
3. An additional Radar system that shows buildings and certain enemies, useful in a battle to come.


TURRET GUN (EMPLACEMENT)

This emplacement turret is used by the Combine Overwatch forces to lay down suppressing fire on groups of rebellious citizens. Turning the tide and using it to shoot rapid-fire pulses directly into the enemy is a simple but effective method of destroying groups of enemies. However, the lack of rotation and peripheral vision exposes you to attacks from the sides or behind. You can't take this weapon from its mount.


MAGNUSSON DEVICE


NOTE

Please note that the Magnusson Device, Hopper, Saw Blades, Explosive Barrels, Gas Canisters, Flares, Allied Sentry Gun Turrets, and Allied Roller Mines are all known as "Gravgun Ammo" by the Resistance Forces. This means they can be picked up and punted, but have specialized killing potential:

- The Magnusson Device: Defeats Striders when clamped onto the Carapace and exploded.
- Hopper: Can be punted into a one-hit explosive device.
- Saw Blades: Can be punted into enemies, slicing Zombies in half, and acting as a one-hit kill.
- Explosive Barrels: Can be punted into foes, creating explosive splash damage and setting Zombies alight.
- Gas Canisters: Can be punted into foes, creating explosive splash damage and setting Zombies alight.
- Flares: Can be punted into foes, creating explosive splash damage and setting Zombies alight.
- Allied Sentry Gun Turrets: When upright, can act as a movable, infinite-ammogun. Can be sucked back to you from distance.
- Allied Rollermines: Can be punted at foes, and through gaps to destroy enemies you cannot reach.


HOPPER

Hoppers take their name from their proximity attack; They "hop" in a single bound from a rooted position toward a target, Then explode. These mobile mines are usually concealed by Combine forces in urban warfare situations, but you can use them too. Watch your step, and always clear away Hoppers before securing an area. The color of the device is very important:

- Red Hoppers are active, and will hop and attack you.
- Yellow Hoppers are primed and ready to launch at you, so be extremely careful if you see one of these; suck them from the ground, and with your Gravity Gun handy, use them as improvised Grenades to launch at enemies.
- Blue Hoppers are "friendly" models, which you can set by dropping on the ground.
- Green Hoppers are friendly mines set by you or your team.
- Hoppers appropriated by Rebel forces in the Outlands have been known to daub "smiley faces" and other designs on this weapon.


ENERGY ORB

Energy balls (also known as orbs) rising up the conduits in the Citadel can be used as excellent projectile weapons that act like the secondary fire capabilities of the Pulse Rifle. Use the organic variant of the Gravity Gun to manipulate the orbs, bank them around corners, and drive them through opponents What's more, there's some amazing blurring effects if you're carrying a hovering ball and quickly move it around the screen. Pick up these balls from any energy conduit.

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HALF-LIFERS: THE CHARACTERS



Your life-or-death struggle against the Combine menace is filled with interesting characters who help or hinder your progress. This chapter provides a biography for each main player, shown in order of appearance.



THE COMBINE

Attracted to Earth by the dimensional rift caused by the Black Mesa Incident, a galactic infection of catastrophic proportions launched an invasion force that overpowered Earth, catching the human population (now called City 17) and the rest of the planet, by surprise.

A peace deal was brokered by ex-Black Mesa Laboratory Administrator Wallace Breen, leading to a subservient and meager existence for Earth's remaining human population under the oppressive entity known as the Combine. Aside from the Combine's unrelenting absorption and repurposing of Earth's resources to its own nefarious plans, little is known about this omnipresent collective.

From further infiltration into a Citadel, it appears that the armies of the Combine are governed by giant, slug-like beings known as Combine Advisors, although it isn't known how many it takes to command a Citadel Spire. The heroic actions of one Gordon Freeman and the bravery of many of humanity's resistance forces seem to have turned the tide against these oppressors. Combine forces are currently in disarray throughout the City, and their monument is critically unstable.



GORDON FREEMAN

A native of Seattle, Washington, Gordon Freeman showed great interest and aptitude in the areas of quantum physics and relativity at a young age. His earliest heroes were Einstein, Hawking, and Feynman.

While a visiting student at the University of Innsbruck in the late 1990s, Gordon Freeman observed a series of seminal teleportation experiments conducted by the Institute for Experimental Physics. Practical applications for teleportation became his obsession. In 1999, Freeman received his doctorate from M.I.T. with a thesis paper entitled *Observation of Einstein-Podolsky-Rosen Entanglement on Supraquantum Structures by Induction through Nonlinear Transuranic Crystal of Extremely Long Wavelength (ELW) Pulse from Mode-Locked Source Array*.

Disappointed with the slow pace and poor funding of academic research—and with tenure a distant dream—Gordon looked for a job in the private sector. As fortune would have it, his mentor at M.I.T., Professor Isaac Kleiner, had taken charge of a research project being conducted at a decommissioned missile base in Black Mesa, New Mexico. Kleiner was looking for a few bright associates, and Gordon was his first choice. Considering the source and amount of funds available to the Black Mesa Labs, Gordon suspected that he would be involved in some sort of weapons research, but in the hopes that practical civilian applications would arise in areas of quantum computing and astrophysics, he accepted Kleiner's offer. Apart from a butane-powered tennis ball cannon he constructed at age 6, Gordon had never handled a weapon of any sort—until the Black Mesa Incident.

After battling through a paradimensional rift to a final audience with a figure known only as the G-Man, Freeman agreed to work for him, hoping to become an aide for humanity in the process. It has been years since Gordon's former (and surviving) colleagues have heard from him, and the world has certainly changed since then.

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An epic struggle lasting days pitted Gordon against the increasingly alarming and tactical forces of the Combine on a journey across the blasted countryside, eventually through City 17 itself, and into the Citadel. With the help of colleagues both old and new, Gordon was able to bring about a chain of events that opened the possibility of the complete destruction of eldritch forces in the area. Except of course, for the bond Gordon unwillingly shares with the G-Man.



THE G-MAN

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 2, "This Vortal Coil"
Chapter appearances (HL2): 1-4, 6, 9, 11, 14
Chapter appearances (EP1): 1
Chapter appearances (EP2): 2, 3, 5, 6
Alignment: Unknown

The so-called "G-Man" is a mysterious agent who may or may not represent a rogue government. He has a gravelly, mocking voice that tends to put emphasis and inflection in odd places—a voice that speeds up and slows down unpredictably, as if he is not quite comfortable with human speech.

Now keenly aware of Gordon Freeman's abilities, the so-called "G-Man" seeks to utilize his servant's powers, until that time comes when he learns that sometimes, you can't always have what you want.



WALLACE BREEN

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Not Seen
Chapter appearances (HL2): 1-3, 9-14
Chapter appearances (EP1): 1
Chapter appearances (EP2): Not Seen
Alignment: Hostile

Dr. Breen is the former Administrator of Black Mesa Research Facility, and is now the Interim Administrator of Earth. He is dry, driven by logic, and literal-minded. Not a man who ever sought the spotlight, he finds himself forced to justify the invasion—and his decision to orchestrate earth's surrender—by lecturing the public on the theory behind his appeasement. In person he is as cold and unfeeling as he appears on the gigantic monitors.

After a career dive of epic proportions, the Combine's servant on Earth pleaded with his alien masters to deliver him away from the planet; a request that was duly carried out. His current whereabouts are unknown.



BARNEY CALHOUN

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 4, "Urban Flight"
First seen (EP2): Not Seen
Chapter appearances (HL2): 1, 2, 11, 12
Chapter appearances (EP1): 4, 5
Chapter appearances (EP2): Not Seen
Alignment: Friendly

The stalwart security guard of *Half-Life* is back, working undercover as an officer for the Civil Protection Unit of City 17. Barney is a down-to-earth, fearless, wisecracking buddy: a good guy to have at your back in a fight.

After helping to lead the resistance forces during the Street Wars, Barney has been rounding up City 17's remaining inhabitants and battling remaining Combine forces to the city's train stations in a valiant attempt to evacuate the area.

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ALYX VANCE

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearances (HL2): 1, 2, 5, 6, 9-11, 14
Chapter appearances (EP1): 1, 2, 3, 4, 5
Chapter appearances (EP2): 1, 2, 3, 4, 5, 6, 7
Alignment: Friendly

Alyx Vance is a tough fighter and explorer who grew up in the post-invasion world learning science and mechanics at the knee of her inventor father. The harshness of the environment was tempered by the warmth of her father and the importance of the work she has done to keep the resistance together. She is extremely bright, but strong emotions and a keen intuition also drive her. She knows she doesn't like Dr. Mossman, but she can't quite put her finger on why.

With Mossman making a sacrifice to Alyx's father and most of humanity, Alyx has tempered her attitude to her, and instead is keenly focused on the complete destruction of the Combine forces. Although never actively seeking the role of freedom fighter, her skills with computers and firearms, coupled with her level-headed nature, make her a true companion.



PROFESSOR
ISAAC KLEINER

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearances (HL2): 1, 2, 11
Chapter appearances (EP1): 1, 4, 5
Chapter appearances (EP2): 1, 6, 7
Alignment: Friendly

Dr. Kleiner is the quintessential absentminded professor and an escapee from the Black Mesa Incident. Now he is wrapped up in theoretical physics while the resistance goes on around him. His speech is mannered and somewhat disconnected; he clearly enjoys talking about the strange concepts behind his work. He bears a soft spot for Alyx Vance, the daughter of his oldest surviving friend. He also has a penchant for exotic pets: nurturing and studying a debeaked Headcrab named Hedy Lamarr (after the actress and inventor) from birth.

Pulling back from his laboratory in City 17, Kleiner appears to have retreated back to Black Mesa East to join his more level-headed colleague, Eli. Although unenthusiastic about a new role as "face of the resistance" (a reluctance shared by many of those *in* the resistance), Kleiner has hacked into the Combine's public address systems (also known as "BreenScreens") to further the public's knowledge as the tide turns against the Combine, before retreating to a Forest Base to work on a variety of ways to combat the Combine.



DOCTOR
ELI VANCE

First seen (HL2): Chapter 2, "A Red Letter Day"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearances (HL2): 2, 5, 10, 14
Chapter appearances (EP1): 1
Chapter appearances (EP2): 1, 6, 7
Alignment: Friendly

Like Kleiner, Eli is also a brilliant scientist, but much more of a hands-on, pragmatic inventor of devices. He lost his leg to a Bullsquid while struggling to get Dr. Kleiner over a barrier into the comparative safety of a Combine city. Now he works as a figurehead for the resistance, bridging the gap between Kleiner's abstract theories and the practical needs of the revolutionaries. Eli is warm, good-humored, and charismatic, holding everyone around him in the aura of his personal charm. His wife Azian, who was of Malaysian descent, was lost in the Black Mesa Incident.

Currently Eli Vance has stayed in the secretive lair known as Black Mesa East to help control operations and worry about the safety of his only daughter, before moving into the Outlands to a secondary base known as White Forest.

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DOCTOR JUDITH MOSSMAN

First seen (HL2): Chapter 2, "A Red Letter Day"
First seen (EP1): Chapter 2, "Direct Intervention"
First seen (EP2): Chapter 6, "Our Mutual Fiend"
Chapter appearances (HL2): 2, 5, 10, 14
Chapter appearances (EP1): 2
Chapter appearances (EP2): 6
Alignment: Friendly

Judith Mossman is a brilliant physicist driven by unquenchable scientific curiosity and professional envy. This combination brought her under the sway of Dr. Breen, who used her to penetrate Eli's resistance team. Over time she has come to love Eli while being torn by the knowledge that she is expected to betray him. She is intellectually superior but emotionally vulnerable, so she keeps a rigid grip on her emotions and comes off as somewhat chilly.

After making a supreme sacrifice in the face of mounting pressure to help the forces of humanity, Mossman fled the Citadel with resistance forces, and is currently in parts unknown, although there is some speculation she is being held north of the Outlands, near a vessel named the Borealis.



VORTIGAUNT ALLIES

First seen (HL2): Chapter 2, "A Red Letter Day"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearances (HL2): 2, 3, 5, 7, 8
Chapter appearances (EP1): 1
Chapter appearances (EP2): 1, 2, 3, 6
Alignment: Friendly

Vortigaunts are a hive-minded, energy-wielding slave race, inadvertently liberated by Gordon Freeman when he destroyed the Xen masters in his initial encounter with them after the Black Mesa Incident. Rather than fall under the dominion of the Combine, those Vortigaunts now stranded on Earth have joined with humans to fight for the freedom of all. It is interesting to note that the true power of the Vortigaunts hasn't been witnessed; their abilities to warp and astrally converge, and a group droning sound they utter as a preamble to their more impressive abilities may be used during times of near-hopelessness.



DOG

First seen (HL2): Chapter 5, "Black Mesa East"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 5, "Under the Radar"
Chapter appearances (HL2): 2, 3, 5, 7, 8
Chapter appearances (EP1): 1
Chapter appearances (EP2): 5, 6, 7
Alignment: Friendly

Created by Dr. Eli Vance more than almost two decades ago to both celebrate and protect his daughter, Alyx, this mechanoid has grown from a four-foot "pup" to a ten-foot-high bipedal armored beast with incredibly powerful fusion-powered appendages, thanks to the Vance family's tinkering. Dog has been programmed to be playful, but also ardently loyal to Alyx (acting as both a pet and bodyguard), and engages in unequalled ferocity when engaging forces of the hated Combine.

Dog proved himself invaluable during the Street Wars assault on City 17, working with Resistance forces under the control of Officer Barney Calhoun. Although unable to be firmly controlled by anyone except his mistress Alyx, Dog seems to be self-aware to the extent that he helps rather than hinders. He is currently located somewhere deep within the White Forest.

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FATHER GRIGORI

First seen (HL2): Chapter 6, "We don't go to Ravenholm"
First seen (EP1): Not seen
First seen (EP2): Not seen
Chapter appearances (HL2): 6
Chapter appearances (EP1): Not seen
Chapter appearances (EP2): Not seen
Alignment: Friendly

Father Grigori sought out the harsh mining town of Ravenholm and did his best to minister to its citizens throughout the Combine invasion and occupation. He is tough, clever with his hands, and somewhat angry after seeing his entire flock struck down or turned to Zombies. There is not a scrap of fear in him. He meets the enemy with a mad laugh and a blaze of shotgun fire.

ODESSA CUBBAGE

First seen (HL2): Chapter 7, "Highway 17"
First seen (EP1): Not seen
First seen (EP2): Not seen
Chapter appearances (HL2): 6
Chapter appearances (EP1): Not seen
Chapter appearances (EP2): Not seen
Alignment: Friendly

Odessa Cubbage, a.k.a. The Colonel, is the feisty leader of a small band of rebels located in New Little Odessa. Whether the town was named after him r whether he took the name from the village is uncertain. In fact, much about the Colonel is open to question; from his slightly askew mustache, to his supposedly British accent, which many suspect is as false as the military exploits with which he regales his followers. He seems far too young to have been a Bengal Lancer, or to have served with Rudyard Kipling. There is only one certainty when it comes to Colonel Odessa Cubbage: In times of peril, you will always find him in the basement Headquarters, dispatching firm orders and bravely sending warnings to neighboring outposts, while never exposing himself to the slightest personal harm.

DOCTOR ARNE MAGNUSSON

First seen (HL2): Not seen
First seen (EP1): Not seen
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearances (HL2): Not seen
Chapter appearances (EP1): Not seen
Chapter appearances (EP2): 1, 4, 6, 7
Alignment: Friendly

Another survivor of Black Mesa, the gruff Magnusson has an egotistic and domineering personality, which manifests itself most sharply in his interactions with Kleiner. A driven man whose last ten years have been devoted to a rocket project with little hope of getting off the ground, Magnusson's sense of self-importance has not diminished even in the face of devastating setbacks. He believes that whatever task he takes on, he can do it better than anyone else. Fortunately, his first priority is to drive out the Combine and ensure humanity's survival.

GRIGGS AND SHECKLEY

First seen (HL2): Not seen
First seen (EP1): Not seen
First seen (EP2): Chapter 2, "This Vortal Coil"
Chapter appearances (HL2): Not seen
Chapter appearances (EP1): Not seen
Chapter appearances (EP2): 2
Alignment: Friendly

Think post-Holocaust Abbott and Costello. Griggs isn't green, he's as war-scarred as any of them—but he hasn't lost his naïveté. Maybe it's because he's a little thick. He's not afraid to state the obvious or ask dumb questions, or drive his bluff companion Sheckley up the wall. Sheckley is a no-nonsense type, although he takes quite a lot of nonsense from Griggs. He has infinite patience when it comes to his partner, although under pressure he's not above screaming at his buddy. They're a team through thick and thin—and Griggs can be pretty thick.

URIAH

First seen (HL2): Not seen
First seen (EP1): Not seen
First seen (EP2): Chapter 6, "Our Mutual Fiend"
Chapter appearances (HL2): Not seen
Chapter appearances (EP1): Not seen
Chapter appearances (EP2): 6
Alignment: Friendly

"Uriah" is Magnusson's pet name for his Vortigaunt assistant (known more affectionately to other White Forest personnel as "Labby"). Vortigaunts, of course, are a race of hive-minded creatures with no specific individuality. This bothers Magnusson sufficiently that he has begun to give the Vortigaunts around him nicknames. Apparently Labby's obsequious pose initially struck a sour note with Magnusson, who dubbed him "Heepish," in honor of a servile Dickens character. Even so, Labby's continual praise of Magnusson means this Vortigaunt and Magnusson get along famously.



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THE BESTIARY



Welcome to the bestiary, where the results of field studies regarding the life-forms you encounter are shown. These creatures (except for the citizens) are hostile to you and the resistance fighters you lead, and are organized into three groups: monsters, fiends who act independently, and the Combine collective, which attacks to further its own goals.

CAUTION

The following bestiary lists information, including takedown tactics, of the enemy entities you will encounter during all three *Half-Life* adventures. If you do not wish to learn the full horror that awaits you, avoid reading this chapter.

Each creature's description lists information on where it appears, its health points and damage points, threat level (explained in a moment), and its type. Following this listing are lengthier descriptions regarding additional notes, attack patterns, and takedown tactics.

The threat level, a ranking from 1 to 5, indicates how wary you should be when clashing with a particular foe.

★★★★★ Negligible apprehension–inconsequential foe
★★★★★ Slight trepidation–possible minor harm
★★★★★ Exercise caution–expect reasonable retaliation
★★★★★ Real threat–combat is hazardous
★★★★★ Extreme danger–powerful entity

Finally, to determine which weapon to use on each entity and how many shots are required for a particular weapon to destroy a foe, check the foe's health and compare it to the damage inflicted by a weapon's ammunition (refer to the "Weapons Detail" section for this information).

PART I: MONSTERS AND FIENDS

Monsters and fiends are further subdivided into two classes; "Monstrous" (usually wildlife with animal instincts) and "Parasitic" (either a controlled or controller entity with simple and savage attack patterns).





ANTLION

First seen (HL2): Chapter 7, "Highway 17"
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): 7–9
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 1, 2, 3
Health: 30
Attack damage: 5 (mandible)
5 (land from jump)
Threat level: ★★★★
Entity type: Monstrous

NOTES AND ATTACK PATTERNS

These vicious predators hunt in herds of two to six (although they do attack on their own). They savage prey with giant mandibles that skewer and rend flesh, with incisor-coated mouths that knock you back and damage you severely. Twice as fast as a humans, and able to fly before pouncing (which is their second attack), these fiends are soon able to overwhelm you. They appear only when you disturb the sand they burrow up from; so avoid combat entirely by staying off beaches and keeping to rocky outcrops.

TAKEDOWN TACTICS

Retreat, run them over with your car, or shoot them with your Gravity Gun to flip them onto their backs while you escape. Antlions attack in waves, so after you kill about five at once, you have a moment to escape before more arrive. Without a car, blast them with fast-firing weapons, and seek higher ground off the sand that alerts them, or look for a black obelisk known as a Thumper that thuds the ground and scares them off.

NOTE

Once you have the Pheropod in your position, Antlions are considered friendly creatures to use as offensive weapons. When they attack an enemy, one single mandible or landing attack kills its target (usually a Combine Soldier). No Pheropods are available during your new encounters with these beasts.

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First seen (HL2): Not Seen
First seen (EP1): Not Seen
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): Not Seen
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): 1, 2
Health: 1
Attack damage: N/A

NOTES AND ATTACK PATTERNS

A relatively large, but ultimately nonthreatening creature, these larvae are the initial stages of an Antlion's development cycle. They are much more disgusting than they are dangerous. They can either be ignored, or shot at with the Gravity Gun, any firearm, or scraped against with your sides or feet. They make a disgustingly satisfying plop when they expire, and their essence (a yellow nugget) also gives you a single health point.

TAKEDOWN TACTICS

Grubs are disgusting, but harmless. Shoot them off cavern walls with your Pistol or Shotgun (for multiple Grub takedowns). Blast the Gravity Gun near them and they fall. Run over them to crush them underfoot. Or brush past them and they fall, landing with a disgusting death-plop.



First seen (HL2): Chapter 8, "Sandtraps"
First seen (EP1): Chapter 4, "Urban Flight"
First seen (EP2): Chapter 3, "Freeman Pontifex"
Chapter appearance(s) (HL2): 8, 9
Chapter appearance(s) (EP1): 4
Chapter appearance(s) (EP2): 3
Health: 500
Attack damage: 20 (charging butt)
10 (shove)
Threat level: ★★★★★
Entity type: Monstrous

NOTES AND ATTACK PATTERNS

One of the most feared creatures outside of the Combine Citadel, the Antlion Guard (also known as a Myrmidont), is an enlarged genus of the Antlion family, sporting more earthy tones and a larger elongated head. It scuttles quickly across any surface and relies on a thick, sinewy head to smash into targets, creating horrific blunt-trauma damage. When coupled with a charge, the damage is even more severe.

TAKEDOWN TACTICS

Either use the Gravity Gun to shoot heavy objects, such as high explosive weapons or barrels, at the beast, or use fire from multiple sources. Specifically, an RPG round is excellent at temporarily halting this beast, and an exploding barrel blasted right as the Antlion Guard summons Antlions from the ground defeats all the incoming enemies in a single explosion. If you are attacking an Antlion Guard together with a group of Combine Soldiers, let them wound the beast before finishing it off. Fight blunt attacks with your own heavy projectiles, such as radiators, sinks, or other medium-sized scenic pieces.



With appropriate help from a Vortigaunt, you can harvest an Antlion Guard's pheromones and turn them into so-called "bugbait," which attracts Antlions to the carrier, but won't attack him. As Vortigaunts are available to you during this adventure, you cannot utilize this type of ordnance.



First seen (HL2): Not seen
First seen (EP1): Not seen
First seen (EP2): Chapter 2, "This Vortal Coil"
Chapter appearance(s) (HL2): Not seen
Chapter appearance(s) (EP1): Not seen
Chapter appearance(s) (EP2): 2, 3
Health: 500
Attack damage: 20 (charging butt)
10 (shove)
Threat level: ★★★★★
Entity type: Monstrous

NOTES AND ATTACK PATTERNS

A slight mutation of the Antlion Guard, the Guardian is the same size and shape of its browner, less glowing sub-genus, but has adapted to live primarily in subterranean caverns where the Antlions tend to their larval Grubs. These Guardians live up to their name; they patrol the larval extracts and Antlion essences with a viciousness of the same intensity as the Guard. Aside from the color deviations, all attacks and movement are identical.

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TAKEDOWN TACTICS

Because Antlion Guardians give off a special scent that is unperceivable by humans, use the same methods of attack one would use on an Antlion Guard However, in certain circumstances (when harvesting larval essence, for example), it is wise to avoid combating these Guardians altogether, as a dying Guardian emits an odor that "spoils" the essence. If obtaining essence isn't your goal, then consider all the Guard takedown options to be pertinent.



ANTLION, WORKER

(AKA ACID LION)

First seen (HL2): Not Seen
First seen (EP1): Not Seen
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): Not Seen
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): 1–3
Health: 60
Attack damage: 40–60 (spittle)
2–10 (close assault)
40 (when killed and explodes)

NOTES AND ATTACK PATTERNS

Workers in the larval chambers, and a genetic mutation of the Antlion, Worker Antlions are rumored to have burrowed near the many toxic waste dumps scattered around the countryside. The resulting beast is a luminous animal with antlike features and less-developed mandibles. What it lacks in close assault power, it makes up for with a devastating poisonous spit attack and extreme speed. If this mixture of secretions and bile hits you, expect sizable damage and a slight poisoning.

TAKEDOWN TACTICS

React by dodging these attacks and striking with the Shotgun, rapid Pistol fire, or a well-timed object thrust into the Acid Lion's body. Otherwise, consult the tactics for dealing with Antlions, as these pests require similar dispatch methods.



BARNACLE

First seen (HL2): Chapter 3, "Route Kanal"
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): 3, 4, 6, 8, 10, 12
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 1–3
Health: 35
Attack damage: Special (10 per second)
Threat level: ★
Entity type: Monstrous

NOTES AND ATTACK PATTERNS

A dangerous creature of limited intelligence, the Barnacle uses dark places to surprise its prey. Sticking to the ceiling, usually around a blind corner, the beast unravels a giant elongated t ongue to the height of a human's head. Anything caught in this tongue is sucked up and rapidly pulled up into a sickly and slobbering maw.

TAKEDOWN TACTICS

Six pistol shots defeat a Barnacle, after which it drops a disgusting array of partially decomposed body parts. The main threat is when you don't notice them until you are entangled and hoisted up; if this occurs, blast at the mouth.

A better plan, which saves ammunition, is to avoid Barnacle combat altogether by feeding it an object (such as a crate or barrel), then running under the creature to bypass it. Or, push an explosive barrel under the tongue and light it as it gets sucked up—an excellent plan if you encounter a cluster of them. Finally, there are some circumstances (such as when you're trying to reach an upper area near the Barnacle) when being hoisted up by the neck is an excellent choice, as long as you slay the Barnacle before you reach its maw.



CARNIVOROUS LEECH

First seen (HL2): Chapter 7, "Highway 17"
First seen (EP1): Not Seen
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 7, 8
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): Not Seen
Health: N/A
Attack damage: 10 per second of exposure
Threat level: ★ ★ ★
Entity type: Monstrous

NOTES AND ATTACK PATTERNS

The most serious reason for staying out of the water along the coastal beaches and the shoals is the nasty Carnivorous Leeches. They continuously attack, making short work of you and any Antlions.

TAKEDOWN TACTICS

Simply back up out of the water. Carnivorous Leeches cannot be killed because of their large numbers.

First seen (HL2): Chapter 3, "Route Kanal"

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HEADCRAB

First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): 3, 4, 6–13
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 1–5
Health: 10
Attack damage: 5 (bite)
Threat level: ★★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

This is the parasitic pest responsible for changing citizens across City 17 and beyond into cadavers of filth and depravity. Leaping up to scratch and tear, these whittle you down and then clamp onto your head, possess you, and slowly turn you into a Zombie. Released during the initial Black Mesa Incident, they have survived and thrived in the intervening years. Their adaptation has caused the Combine to mass-breed them, then fit them into large missiles known as parasite rockets, and launch these into large areas of human resistance, such as the town of Ravenholm.

TAKEDOWN TACTICS

Produce your Crowbar and destroy any lurking Headcrab with a well-timed swing. Three Pistol shots or a quick burst from more powerful weaponry works well, but nothing beats a Crowbar for well-timed ferocity and effectiveness. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.



HEADCRAB, POISON

First seen (HL2): Chapter 6, "We Don't Go to Ravenholm"
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): 6, 7, 9, 12
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 1–3, 5
Health: 35
Attack damage: 10 (bite reduces health to 1)
Threat level: ★★★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

This is a cat-sized, spiderlike entity with a dark gray mottled back. It launches with a meaty maw opening, and if it connects, you're damaged by 10 points, and your health drops to 1! However, Poison Headcrabs alone cannot kill you; other enemies striking you while you're reduced to critical health do this job.

TAKEDOWN TACTICS

This is why it is important to destroy these creatures as a matter of urgency. Your Suit administers antitoxins, slowly rebuilding your health back to its original level (minus the original 10 points of damage the creature caused). Slam furniture into these beasts, pepper them with bullets, or bring out the Crowbar to quickly swat at them. If multiple types of enemies are around, the Crowbar isn't advised. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.



HEADCRAB, FAST

First seen (HL2): Chapter 6, "We Don't Go to Ravenholm"
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 2, "This Vortal Coil"
Chapter appearance(s) (HL2): 6, 8–12
Chapter appearance(s) (EP1): 3
Chapter appearance(s) (EP2): 2–5
Health: 10
Attack damage: 5 (bite)
Threat level: ★★★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

Initially looking similar to the regular Headcrab, a closer inspection reveals spindly elongated legs and a more streamlined, less lumpy appearance. This is a Fast Headcrab; they move more quickly and are more difficult to pin down. Should one clamp on your head and kill you, it not only devours your head, but the skin from your entire body, flaying its victim and eventually transforming its host into a partial skeleton: the Fast Zombie.

TAKEDOWN TACTICS

Shoot or throw objects at a distance as they close. At close range, Crowbar or Pistol shots work well. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.

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ZOMBIE

First seen (HL2): Chapter 3, "Route Kanal"
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): 3, 4, 6, 8–12
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 1–5
Health: 50
Attack damage: 10 (single slash)
25 (double slash)
Threat level: ★ ★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

Known colloquially in parts of New Mexico as "Mawmen," Zombies are the results of a successful Headcrab attack on a human victim. The Headcrab is attached to the cranium and controls the host body, usually to attack and destroy. They swipe with sharp and filthy claws (sometimes both at the same time for added damage), and are able to throw scenery such as barrels at you with considerable force. However, their slow walk makes them easy to avoid.

TAKEDOWN TACTICS

Firstly, Zombies are vulnerable when they rise from a slumped position and can be easily killed at this point. Secondly, attack a Zombie with regular weaponry (such as the shotgun or SMG) by aiming directly at the head. If you aim elsewhere and kill the Zombie, the Headcrab will survive and add to your combat time. Once you get the Gravity Gun, use various scenic pieces (ideally sharp, heavy and blunt, or flammable) to sever or crush them. Aim at a Zombie's legs, crushing him and causing him to drop to the ground, becoming a Zombie Torso. This is easier to achieve during *Episode 1*.



ZOMBIE TORSO

First seen (HL2): Chapter 3, "Route Kanal"
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 3, "Freeman Pontifex"
Chapter appearance(s) (HL2): 3, 4, 6, 8–12
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 3, 5
Health: 25
Attack damage: 10 (slash)
Threat level: ★ ★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

A Zombie Torso is self-explanatory; it is an undead victim that's suffering further after-death indignities by having a Headcrab control all physical functions, but the human has lost the use of its legs, usually resulting from previous combat or severing attacks.

TAKEDOWN TACTICS

Identical to the Zombie's, although the Zombie Torso moves slower, giving you more time to react. If you're attacking regular Zombies with sharp cutting objects and aim at the torso, you may create a Zombie Torso. Blast at the head with a Pistol or other weapon.



ZOMBIE, POISON

First seen (HL2): Chapter 6, "We Don't Go to Ravenholm"
First seen (EP1): Chapter 4, "Urban Flight"
First seen (EP2): Chapter 2, "This Vortal Coil"
Chapter appearance(s) (HL2): 6, 7, 9, 12
Chapter appearance(s) (EP1): 4
Chapter appearance(s) (EP2): 2, 3
Health: 175
Attack damage: 20 (claw)
Threat level: ★ ★ ★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

A death too hideous for contemplation is to be a host body for up to four Poison Zombies. Bent over double, the corpse only moves slowly, but has a nasty close mauling attack. Poison Headcrabs constantly leap back and forth from this wretched victim.

TAKEDOWN TACTICS

Compared to other undead types, the Poison Zombie takes colossal punishment (at least three shotgun blasts to bring down). Target the Headcrabs first before you defeat the zombie. However, if you have access to fire, back up and attempt to burn the host first, then deal with the Headcrabs individually. Scenery, Grenades, or Shotgun shells also work well. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you engage the Zombie.

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ZOMBIE, FAST

First seen (HL2): Chapter 6, "We Don't Go to Ravenholm"
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 2, "This Vortal Coil"
Chapter appearance(s) (HL2): 6, 8, 11, 12
Chapter appearance(s) (EP1): 3
Chapter appearance(s) (EP2): 2–5
Health: 50
Attack damage: 3 (claw)
10 (jumping slam)
Threat level: ★ ★ ★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

Perhaps the most frightening of the mutant undead, these former humans have been flayed and their dripping corpses commandeered by Fast Headcrabs. They move at extreme speed, leaping from rooftop to rooftop using their powerful legs to gain distance. They close in to land on you, and then swipe you to death.

TAKEDOWN TACTICS

Because they are so quick, don't run; stand your ground and fight. A sharp blade to the head or a single shot by a powerful weapon is the only real way to bring them down. Bring out the Shotgun or Magnum and aim for the head. If you spot any scuttling up drainpipes near your location, you have some extra time to aim and drop them; otherwise, stay cool, find a doorway to help block them off, and stay on the other side and blast the heads off. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.



ZOMBIE, FAST TORSO

First seen (HL2): Not Seen
First seen (EP1): Not Seen
First seen (EP2): Chapter 3, "Freeman Pontifex"
Chapter appearance(s) (HL2): Not Seen
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): 3, 5
Health: 25
Attack damage: 3 (claw)

NOTES AND ATTACK PATTERNS

Fast Zombies seem to be a little more hardy than before, and some can now survive without their spindly legs. Ironically, this deficit doesn't slow them down as much as you'd expect, although they are far easier to destroy than their full-bodied counterparts. Simply locate a good close-combat weapon and blast the incoming beast as it scrabbles toward you on its elbows.

TAKEDOWN TACTICS

Identical to the Fast Zombies, even though their crawling towards you takes a lot longer, this undead is still a threat. Stay where you are and look for a sizable object to punt at the Fast Zombie's head. A Shotgun strike is your best tactic to halt one of these freaks.



ZOMBIE, COMBINE
(AKA ZOMBINE)

First seen (HL2): Not Seen
First seen (EP1): Chapter 3, "Lowlife"
First seen (EP2): Chapter 2, "This Vortal Coil"
Chapter appearance(s) (HL2): Not Seen
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 2–5
Health: 50
Attack damage: 5 (claw)
75 (grenade per detonation)
Threat level: ★ ★ ★ ★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

With the arrival of Combine Soldiers, the parasitic Headcrabs had another host source to attach to, and it wasn't long before a new horrific chimera was created—the Combine Zombie, known colloquially as Zombine by those surviving its attacks. The Headcrab attached to each Soldier corpse has eaten away the head, leaving a bloody stump after the creature is killed. Gurgling unintelligent rasps using the Combine radio, each Zombine moves with quick charging lollops, engaging a foe with nasty talon swipes, and if left unchecked, produces a Grenade that can cause massive wounding. Consider these entities to be your preferred targets when engaging multiple hostiles.

TAKEDOWN TACTICS

Face the Zombine using similar tactics to other members of the Zombie genus; if your foes are at a distance, incapacitate them with scenery propelled at them with your Gravity Gun. As they charge, switch to the Shotgun, and employ both barrels into the Headcrab. After around two or three attacks, the Zombine crumples, and a Grenade is produced and dropped near you. You can suck this out of the Zombine's claw as it is primed, using the Gravity Gun, then punt it away from you with haste. You can shoot this out of the Zombine's claw, although this is difficult. Otherwise, back up, delivering shotgun blasts until the foe is dead, and flee the explosion. Or, switch to the Gravity Gun after the grenade is dropped, and punt it away without sucking it into you. A recipe for a Grenade explosion in your face!

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TIP

For all Zombified enemies, fire is an excellent choice for inflicting damage, either via a flare or explosive canister. If a Zombie is caught in an explosion, it burns and eventually collapses and dies. Retreat so you don't take burning damage.

PART II: COMBINE COLLECTIVE

The other enemy group serves the Combine, and further divides into three types: Humanoid, Machine, and Synth. Humanoids are human or once-human figures that serve the Combine. Machines are entities created by the Combine and used for their offensive capabilities, and are not sentient. Synths are self-repairing biomechanical organisms constructed deep in the bowels of the Citadel and are usually the Combine's most feared troops.



METRO COP

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 5, "Exit 17"
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 1–4, 11
Chapter appearance(s) (EP1): 5
Chapter appearance(s) (EP2): Not Seen
Health: 26 (HL2 Chapters 1–4)
40 (HL2 Chapter 11)
40 (EP1 Chapter 5)
Attack damage: Manhack release
0 (stun baton)
3 (Pistol per shot)
3 (SMG per shot)
Threat level: ★★
Entity type: Humanoid (Overwatch)

NOTES AND ATTACK PATTERNS

Part of the Combine public order force known as Overwatch, these humans clad in riot gear are known as Metro Police (or Metro Cops) and rule City 17 with an iron fist. They can also release a floating, bladed attack robot known as a Manhack.

TAKEDOWN TACTICS

You can use various scenery items, such as explosive barrels or turret guns, to your advantage, but otherwise, a brief half-dozen Pistol shots to the head is perfect for downing a Metro Cop. Switch to your SMG once you obtain it, and always aim for the head. Finally, try to stop the Cops from firing a flare skyward; if they succeed, at least three more Cop reinforcements will deploy.



COMBINE SOLDIER

First seen (HL2): Chapter 6, "We Don't Go to Ravenholm"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 4, "Riding Shotgun"
Chapter appearance(s) (HL2): 6–14
Chapter appearance(s) (EP1): 1–5
Chapter appearance(s) (EP2): 4–6
Health: 50
Attack damage: 10 (rifle-butt)
3 (SMG per shot)
3 (Shotgun per shot)
3 (Pulse Rifle per shot)
75 (Grenade per detonation)
Threat level: ★★★★
Entity type: Humanoid (Overwatch)

NOTES AND ATTACK PATTERNS

The shock troop of the hated Combine, the Soldier is an intelligent infantryman that works well in a team and has multiple methods of attack, depending on the combat situation. They drop ammunition when they succumb to your fire, and are armed with a Shotgun, SMG, Pulse Rifle, and Grenades. The Shotgun Soldiers are easily distinguishable by the red tinge to their clothing and visor. The walkthrough chapters contain multiple methods of defeating them, because combat is never the same twice, but for some basic tactics, try the plans described here, which work for Soldiers and Elites.

TAKEDOWN TACTICS

1. Bring rapid-fire weapons to bear on their heads quickly.
2. Listen to their weapons. If you hear a shotgun blast, focus on that Soldier first, because they inflict a huge amount of damage. This Soldier is also red in color, and should be attacked first when at close range, and last at long range.
3. When fighting in dark corridors or tossing explosives around corners, listen for the long beep that indicates a Soldier has been killed.
4. Living Soldiers can be heard via your HEV Suit, and the radio chatter indicates a menace. When combat chatter ceases, Soldiers in the area have been defeated.
5. Listen for the phrase "Outbreak! Outbreak! Outbreak!" during combat. This is the Combine code-word to indicate that only one Soldier remains, and combat should be easier from this point.
6. When fighting Soldiers inside structures from the outside, breaking a building's window and throwing in a Grenade causes the most havoc, and sometimes forces them out the building's doors and into your line of sight.
7. Soldiers must reload just like you; if you hear them in the middle of reloading, charge in and cut them down.
8. Combine Elite are particularly dangerous when fighting on structures with a drop nearby; their "orb" attack not only inflicts sizable damage, but it also shoves you a short distance, which can result in a death plummet. Listen for the orb's charging sound, then immediately sidestep so the ball misses you. If you're gifted with quick reactions, use the Gravity Gun to catch the orb and shoot it back at them.

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9. Your Pulse Rifle's secondary orb fire is an excellent way of destroying multiple Soldiers. However, you can't collect any ammunition from a Soldier killed this way.
10. Always attempt a ram if you're inside a vehicle and spot Combine Soldiers on the road; it's usually easy to strike them down for an instant kill.
11. Mobile mines known as Hoppers, plentiful in City 17, are excellent for placing at entrances before a Combine Soldier intrusion; a number will be caught in the explosion.
12. Combine Soldiers standing at extreme range should be destroyed with your Crossbow or RPG.
13. Soldiers carrying shotguns are especially brutal because they can unload into you rapidly, especially when panicked. Pick off these Soldiers first, if possible.
14. Back away from close combat, because the Soldier's rifle-butt attack is vicious and damaging.



COMBINE ELITE

First seen (HL2): Chapter 9, "Nova Prospekt"
First seen (EP1): Chapter 2, "Undue Alarm"
First seen (EP2): Chapter 5, "Under the Radar"
Chapter appearance(s) (HL2): 3, 4, 6–13
Chapter appearance(s) (EP1): 3, 4
Chapter appearance(s) (EP2): 5, 6
Health: 70
Attack damage: 15 (rifle-butt)
3 (Pulse Rifle)
15 (Pulse Rifle Secondary fire Orb)
Threat level: ★★★★
Entity type: Humanoid (Overwatch)

NOTES AND ATTACK PATTERNS

Clad in white protective armor and sporting a Pulse Rifle and a single red ocular sensor, the cream of the Combine crop are the sharp-shooting Elite. They act in groups of their own kind, or sometimes lead squads of Combine Soldiers. Elite are tougher, fire faster and more accurately than regular humanoid forces, and use a highly damaging orb attack from their pulse rifles (which causes 15 damage per hit). They react to combat in a similar way to Combine Soldiers, and must be treated in the same careful and methodical manner (see the Soldier takedown tactics previously). If you have a choice, deal with Elites before regular forces.



NOTE

Combine Elites drop a special item: a pulse rifle Secondary fire Orb that is very useful in combat situations. Be sure you pick these up.



STALKER

First seen (HL2): Chapter 9, "Nova Prospekt"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 9, 13
Chapter appearance(s) (EP1): 1, 2
Chapter appearance(s) (EP2): Not Seen
Health: N/A
Attack damage: N/A
Threat level: ★
Entity type: Humanoid

NOTES AND ATTACK PATTERNS

Humans unfortunate enough to take a train from City 17 to Nova Prospekt are delivered to Combine scientists. These feared experimenters sever higher brain functions, experiment on the lobotomized victim in any number of foul and depraved ways, embed a number of blackened nano-devices in the skin, and slowly watch the victim lose all humanity. Known by the codename "Stalker," these emaciated slaves are sent on any number of menial duties inside the vast edifice known as the Combine Citadel.

TAKEDOWN TACTICS

Stalkers will attack with a weak lightning bolt if they see you kill another Stalker. However, you must remove them so that you can make progress. This is achieved by delivering an Energy Orb at them. This is the easiest way to defeat these pitiful foes.



ARMORED PERSONNEL CARRIER (APC)

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 4, "Urban Flight"
First seen (EP2): Chapter 4, "Riding Shotgun"
Chapter appearance(s) (HL2): 1, 3, 4, 7, 8, 11, 12
Chapter appearance(s) (EP1): 4, 5
Chapter appearance(s) (EP2): 4
Health: 750
Attack damage: 5 (minigun per bullet)
25 (missile strike)
Threat level: ★★★★
Entity type: Machine

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NOTES AND ATTACK PATTERNS

The Combine APC is a well-armored and sturdy troop carrier armed with a turret-mounted rocket launcher and minigun. APCs cannot be entered, and usually only attack from extreme range.

TAKEDOWN TACTICS

When not attacking an APC from a boat (where the boat's weaponry is utilized), the easiest way to tackle an APC is by firing three, five, or seven rockets at it from a covered location. Step out, weave a rocket through the air using the laser target to ensure accurate payload delivery, then step back into cover and avoid the APC's deadly arsenal.



HUNTER CHOPPER

First seen (HL2): Chapter 3, "Route Kanal"
First seen (EP1): Not Seen
First seen (EP2): Chapter 4, "Riding Shotgun"
Chapter appearance(s) (HL2): 3–5
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): 4
Health: 5,600
Attack damage: 5 (minigun per bullet)
30 (bomb strike at epicenter)
Threat level: ★★★★★
Entity type: Machine

NOTES AND ATTACK PATTERNS

The optimal machinery created by human hands has been recommissoned by the Combine. This craft stalks you through the kanals (and later, at the Outlands train yards), strafing you with highly damaging cannon fire. It also drops bombs on its attack runs. Safer hiding places must be found before this engagement can take place.

TAKEDOWN TACTICS

Because you lack the proper armament the first time you face this craft, run to suitable cover between its bursts of cannon fire. Once the gauss cannon has been fitted to your boat, refer to the end of Chapter 4, "Water Hazard," for all the combat tips you need to defeat this airborne menace. The second time this craft is faced, check Chapter 4, "Riding Shotgun" for details on how to turn the Chopper's own bombs against it.



MANHACK

First seen (HL2): Chapter 3, "Route Kanal"
First seen (EP1): Chapter 2, "Direct Intervention"
First seen (EP2): Chapter 6, "Our Mutual Fiend"
Chapter appearance(s) (HL2): 3, 4, 8–13
Chapter appearance(s) (EP1): 2–5
Chapter appearance(s) (EP2): 6
Health: 25
Attack damage: 20 (blade)
Threat level: ★★
Entity type: Machine

NOTES AND ATTACK PATTERNS

Usually released by Metro Cops, these nasty robotic hovering devices have gyroscopic sensors to steady themselves in the air. They tend to work in packs, charging you and wounding with rotating blades.

TAKEDOWN TACTICS

Prior to other forms of weaponry, the best way to defeat a Manhack is by timing a Crowbar swing just as it zooms at you, but before it connects. Then follow it with a second, killing blow, knocking the Manhack into a wall if you can. Once you have the Gravity Gun, suck the Manhack into the weapon's field, then shoot it out, ideally into a wall.



NOTE

Manhacks can be used in conjunction with your Gravity Gun like a chainsaw; suck one so it floats in front of you, caught in the Gravity Gun's energy field, then run into enemies with it.



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ROLLERMINE

First seen (HL2): Chapter 7, "Highway 17"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 7, 8
Chapter appearance(s) (EP1): 1, 2
Chapter appearance(s) (EP2): Not Seen
Health: N/A
Attack damage: 10 (shock)
Threat level: ★★
Entity type: Machine

NOTES AND ATTACK PATTERNS

These pulsing orbs are a Combine creations that appear on roads or in buildings, then home in on you, buffeting you and causing nasty electrical damage.

TAKEDOWN TACTICS

If you're in the scout car, the mines buffet it; more than one can cause severe control loss. Whenever you encounter Rollermines, bring out the Gravity Gun, suck up each mine, then blast it over a nearby cliff or off the side of any precipice. Note that explosions (from barrels or gas cans) also destroy Rollermines.



SCANNER TYPE I

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 4, "Urban Flight"
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 1–5, 13
Chapter appearance(s) (EP1): 4
Chapter appearance(s) (EP2): Not Seen
Health: 30
Attack damage: 25 (dive)
Threat level: ★
Entity type: Machine

NOTES AND ATTACK PATTERNS

These Scanners harass you from the moment you enter City 17. They constantly watch your movements, relaying a live feed to the Combine Civil Protection units in the field. They do not harm you, but they do blind you with spotlights as they home in on your location.

TAKEDOWN TACTICS

As soon as some become available, you can throw paint cans at the Scanner, which eventually destroys it. With the Crowbar, slash at it only when it flies close to you. A better plan is to simply tag it with a Pistol until it begins to smoke. Then it tries to dive-bomb you in a suicide plummet; blast it apart before it reaches you. After you have the Gravity Gun, employ the takedown tactic used to halt Manhacks (sucking in and punting away).



SCANNER TYPE II

First seen (HL2): Chapter 11, "Anticitizen One"
First seen (EP1): Chapter 5, "Exit 17"
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 11, 12
Chapter appearance(s) (EP1): 5
Chapter appearance(s) (EP2): Not Seen
Health: 30
Attack damage: 3 (per bullet)
25 (dive)
Threat level: ★
Entity type: Machine

NOTES AND ATTACK PATTERNS

This Scanner features a quick-firing machine gun and the usual blinding searchlight, but these are slightly more hardy, and have multiple purposes: attacking citizens, carrying mobile mines known as Hoppers, or simply searching for undesirables.

TAKEDOWN TACTICS

Shoot it from the sky before it can drop any cargo, and if you're short on Batteries for your HEV Suit, these drop them; look for Batteries in the debris that falls to earth after a successful kill. In a pinch, remember your Gravity Gun, and employ the suck-and-blast plan used against the Manhack. This isn't usually necessary, as these Scanners are too far away.



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SENTRY GUN

First seen (HL2): Chapter 9, "Nova Prospekt"
First seen (EP1): Chapter 4, "Urban Flight"
First seen (EP2): Chapter 5, "Under the Radar"
Chapter appearance(s) (HL2): 9–12
Chapter appearance(s) (EP1): 4
Chapter appearance(s) (EP2): 5
Health: N/A
Attack damage: 3 (per bullet)
Threat level: ★★★
Entity type: Machine

NOTES AND ATTACK PATTERNS

These tripod-mounted sentry guns have a 90-degree firing angle forward, and are motion-sensitive, meaning as soon as movement from organic beings is sensed, the machine guns atop the sentry mounting activate.

TAKEDOWN TACTICS

Fortunately, the guns are easily toppled. When facing such a device, move to the side or around the back of the sentry gun, and run into it to knock it over. Or, you can blast it with a Shotgun, or pick it up and drop it. Be careful to pick it up with the gun pointing away from you! Once pushed over, a sentry gun fires a burst and deactivates until placed right-side up. You can also knock over sentry guns with well-placed Grenades or other thrown objects. You can carry sentry guns to destroy non-Combine forces.



GROUND TURRET

First seen (HL2): Chapter 12, "Follow Freeman!"
First seen (EP1): Not Seen
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 12
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): Not Seen
Health: N/A (only destroyed by Grenade)
Attack damage: 3 (per bullet)
Threat level: ★★★
Entity type: Machine

NOTES AND ATTACK PATTERNS

Ground turrets are interior gun emplacements that search for signs of movement on the floor they guard. The turret emits a constant radar range arc visible as blue laser light coming from the front of a floor tile. When it senses something, the turret rises from the ground and a machine gun unleashes a fixed stream of bullets (about 20 per second—a much higher rate of fire than other enemies with machine guns).

TAKEDOWN TACTICS

The plan of attack is to activate the turret, sidestep out of its range, and roll (using Secondary attack) a Grenade into the turret workings exposed when it rises from the ground. Keep an eye out for the blue laser light that indicates a ground turret is nearby.



COMBINE DROPSHIP

First seen (HL2): Chapter 4, "Water Hazard"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 5, "Under the Radar"
Chapter appearance(s) (HL2): 4, 7, 8, 11, 13
Chapter appearance(s) (EP1): 1, 4, 5
Chapter appearance(s) (EP2): 5, 6
Health: N/A
Attack damage: 3 (per bullet)
Threat level: ★
Entity type: Synth

NOTES AND ATTACK PATTERNS

A giant swooping *thing* featuring eight massive spiderlike legs is a part of the Combine attack force, but doesn't play an offensive role. It transports other Combine forces (APCs, containers full of troops, or Striders) to battle locations, and then returns to the Citadel.

TAKEDOWN TACTICS

Dropships cannot be destroyed by the weapons available to you, but the cargo they carry can (however, the cargo is usually deposited before you can react). Simply ignore the Dropships and concentrate on the forces they release.The wake on the Dropship pushes Grenades away.

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COMBINE GUNSHIP

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 1, 7, 8, 12–14
Chapter appearance(s) (EP1): 1, 2, 4, 5
Chapter appearance(s) (EP2): Not Seen
Health: N/A
3 (direct RPG hits for Easy difficulty)
5 (direct RPG hits for Normal difficulty)
7 (direct RPG hits for Hard difficulty)
Attack damage: 3 (per bullet)
Threat level: ★★★★
Entity type: Synth

NOTES AND ATTACK PATTERNS

The Combine Gunship is a blend of biomorphic and mechanical parts created to form the ultimate in airborne assault craft. It has a single jet engine powering a fan that propels it in all directions with extreme grace and maneuverability. It attacks with a fast-firing cannon mounted to the snout of the vehicle.

TAKEDOWN TACTICS

The only weapon powerful enough to take down a Gunship is the RPG. When the Gunship finishes a blast of cannon fire, step out of cover and launch a rocket, using the red target laser to maneuver the rocket in a spiraling path known as a "corkscrew." This allows you to avoid the Gunship's cannon, which can easily destroy incoming rockets that aren't flying in an erratic pattern. Continue this corkscrew attack until the machine blows apart after three, five, or seven hits (depending on difficulty level).



COMBINE ESCAPE POD

First seen (HL2): Not Seen
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 4, "Riding Shotgun"
Chapter appearance(s) (HL2): Not Seen
Chapter appearance(s) (EP1): 1, 5
Chapter appearance(s) (EP2): 4
Health: N/A
Attack damage: N/A
Threat level: ★
Entity type: Synth

NOTES AND ATTACK PATTERNS

Although it is only conjecture to label these floating airships as Escape Pods, they appear during the final stages of a Combine Citadel core meltdown. It is thought that these vessels, which stream from a doomed Citadel spire, are container pods that house Combine Advisors, although this theory is yet to be proved. The Combine Escape Pod shares many similarities with the Dropship and Gunship, but doesn't carry exterior payloads or have armaments that have been spotted. They remain an enigma.

TAKEDOWN TACTICS

These are never encountered in the combat zone and therefore pose no threat to you.



COMBINE ADVISOR

(AKA OVERSEER)

First seen (HL2): Chapter 2, "A Red Letter Day"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 4, "Riding Shotgun"
Chapter appearance(s) (HL2): 2, 14
Chapter appearance(s) (EP1): 1, 5
Chapter appearance(s) (EP2): 4, 7
Health: N/A
Attack damage: N/A
Threat level: ★
Entity type: Synth

NOTES AND ATTACK PATTERNS

Behold the real face of the Combine. A giant, green, sluglike entity with the gift of telekinesis appears for the briefest of moments on Breen's computer monitors within the Citadel. One known attack pattern Advisors seem to employ (although this hasn't been independently verified) is a powerful psychic blast that causes headaches and hallucinations. If this occurs, vacate the area. Recent combat has indicated that Advisors are extremely dangerous. Advisors use scenery to shield themselves, and their telekinesis is incredible: Advisors can immobilize multiple human-sized objects against their will before "feeding" on their memories, courtesy of a brain-stem savaging that is too disgusting to contemplate.

TAKEDOWN TACTICS

There are no known takedown tactics for the Combine Advisor. They seem to be powerful to the point of omnipotence.

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HUNTER

First seen (HL2): Not Seen
First seen (EP1): Chapter 2, "Direct Intervention"
First seen (EP2): Chapter 1, "To the White Forest"
Chapter appearance(s) (HL2): Not Seen
Chapter appearance(s) (EP1): 2
Chapter appearance(s) (EP2): 1, 4–6
Health: 210
Attack damage: 4 (direct fléchette hit; there are 8 plasma fléchette's per volley)
12 (radius damage per fléchette explosion; 128 unit radius)
2 (claw attack)
20 (charge attack)

NOTES AND ATTACK PATTERNS

The unknown entity that attacked Dr. Mossman has now revealed itself to be the latest Combine creation: a mutated Strider bred for closer assault work and assassination missions, as well as bodyguard duties. Lolloping on a tripod of legs, it attacks with a thunderous and quick charge and fires off fléchettes into its victims, or pierces them with mandibles. Currently, there are no methods of defeating them, but in the combat to come, firing heavy objects, slaying them with AR2 alt-fire ammunition, dropping them with rockets, or firing Magnum rounds into them are all viable options.

TAKEDOWN TACTICS

1. Use the Pulse Rifle Secondary ammo, shooting an Orb results in an instant kill.
2. Launch a rocket at the Hunter, reducing its health by around 40 percent. Then finish with regular weaponry or a second rocket.
3. Punt a log: The forest is full of these logs that are heavy enough to crush a Hunter to death in two punts. It can also soak up the fléchettes the Hunters fire at you.
4. Drive into the Hunters: Your Car can also be used as a weapon. Run over a Hunter, then back over it. Exit to finish it off.
5. Magnum shots: This weapon is strong enough to drop Hunters in three firings, and is a useful alternative to the Pulse Rifle Secondary attack.
6. Other attacks: These include Shotgun blasts or other weapons, which can be effective, but take more time.
7. You can also cause extra damage if you strike a Hunter while it is charging.



STRIDER

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Chapter 1, "Undue Alarm"
First seen (EP2): Chapter 5, "Under the Radar"
Chapter appearance(s) (HL2): 1, 11–13
Chapter appearance(s) (EP1): 1, 4, 5
Chapter appearance(s) (EP2): 5, 6
Health: N/A
3 (direct RPG hits for Easy difficulty)
5 (direct RPG hits for Normal difficulty)
7 (direct RPG hits for Hard difficulty)
(Note that Pulse Rifle Secondary fire Orb attacks, Grenades, and SMG Grenades count as half a direct hit for damage calculation.)
Attack damage: 5 (per bullet)
Death (warp cannon shot)
Death (foot skewer)
Threat level: ★★★★★
Entity type: Synth

NOTES AND ATTACK PATTERNS

This giant tripod attacks with two weapons mounted to its snout: a machine-gun-like rapid-fire weapon, and what can only be described as a warp cannon that instantly kills anything it touches. It also attacks with its sharp skewering tripod feet.

TAKEDOWN TACTICS

Instant death and scenic destruction are the result whenever the warp cannon fires its particle beam, so stay out of the shimmering light. Seek cover from the machine-gun fire, and stay clear of the legs, which skewer human-sized foes with their sharp feet. Only use powerful projectiles against Striders. RPGs, Grenades, SMG Grenades, or Pulse Rifle Secondary fire Orbs are all recommended, and the Strider only attacks you after you hit it if other targets are in the area. At least two, four, or six direct strikes are needed to topple one of these colossal fiends. Finally, if fighting a Strider inside the confines of the Citadel, three orb strikes are needed to bring it down.



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First seen (HL2): Chapter 13, "Benefactory"
First seen (EP1): Not Seen
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 13
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): Not Seen
Health: N/A
Attack damage: N/A
Threat level: ★
Entity type: Synth

NOTES AND ATTACK PATTERNS

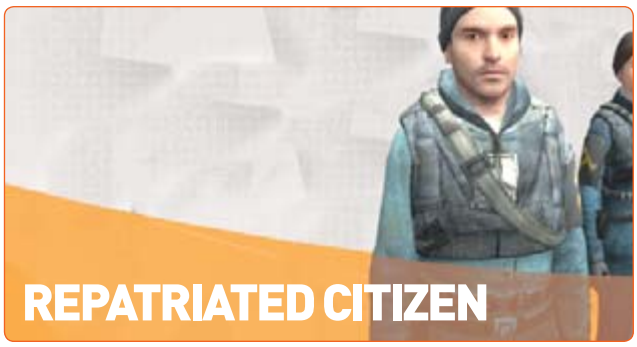
You have only the briefest of glimpses of these strange, inhuman contraptions. They are self-replicating and part-replacing Synths, the backbone of the Combine's subsequent armies. Crab Synths, with their sharp mandibles, are close-quarters-ripping fiends, while Mortar Synths utilize biochemical armaments and shells to wreak havoc on the humans they are about to destroy.

TAKEDOWN TACTICS

These are never encountered in the combat zone and therefore pose no threat to you.

PART III: HUMAN RESISTANCE FORCES

Human resistance forces are a key part of the fight against the Combine. Learning which citizens can actually aid your progress, and how to utilize them in the combat zone, is pivotal to your success.



REPATRIATED CITIZEN

First seen (HL2): Chapter 1, "Point Insertion"
First seen (EP1): Not Seen
First seen (EP2): Not Seen
Chapter appearance(s) (HL2): 1, 3, 11, 12
Chapter appearance(s) (EP1): Not Seen
Chapter appearance(s) (EP2): Not Seen
Health: 40
Attack damage (to enemies): Pulse Rifle 3 (per bullet)
Pistol 3 (per bullet)
SMG 3 (per bullet)
Shotgun 3 (per round)
RPG 50 (per shot)
Grenade 75 (per grenade)

Forced into dilapidated tenement blocks or worse (many citizens are indiscriminately picked from trains or homes and take for "reevaluation" at a prison known as Nova Prospekt), City 17 citizens live in a constant state of fear and bewilderment, having most of their basic rights removed, such as the right to assemble, grow their own food, and even procreate. Don't expect any help from them until the tide turns in your favor.



First seen (HL2): Chapter 3, "Route Kanal"
First seen (EP1): Chapter 4, "Urban Flight"
First seen (EP2): Chapter 4, "Riding Shotgun"
Chapter appearance(s) (HL2): 3–8, 11, 12
Chapter appearance(s) (EP1): 4, 5
Chapter appearance(s) (EP2): 4–7
Health: 40
Attack damage (to enemies): Pulse Rifle 3 (per bullet)
Pistol 3 (per bullet)
SMG 3 (per bullet)
Shotgun 3 (per round)
RPG 50 (per shot)
Grenade 75 (per grenade)

Resistance Citizens are key to your survival once you uncover the clandestine operation headed by Doctor Eli Vance that pits likeminded freeform fighters against the might of the Combine. During battles against either large entities such as Gunships or Combine forces on the streets of City 17, you have the extra help of human forces. Their outfits and combat capabilities vary, but all can help you during the most violent and trying times in your adventure.

- **Medic:** When you need health during combat, look for the citizens wearing red-and-white armbands, move to their location, and speak with them by pressing the Use button.
- **Ammo Carrier:** Check troops following you closely, as they are able to replenish some of your inventory during battle. Again, move toward them and speak to gather their ammo.
- **Shotgun, SMG, Pulse Rifle, RPG**: Troops carry these various weapons with them depending on the combat situation.

TACTICS

When the icons appear in the bottom-right corner of the HEV Suit display, you can gather up to four friendly troops to help you with combat. Moving them into position is simply a matter of aiming your target reticle and pressing the Group Move button; the team will move to that position.

You have two basic tactics that work best. Order your team forward into combat, which helps you locate enemies instead of being surprised (this may seem callous, but it's for the good of humanity!) Or, you can ambush enemies caught between you and your team by moving into a room while leaving troops behind.

Otherwise, the team acts independently, and don't need any instructions once combat begins.

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CHAPTER 1:
POINT INSERTION

Inventory Pick-Ups
Scenic items only

Friendly Encounters	Hostile Encounters
Repatriation Citizens*	Metro Cops*
Barney Calhoun*	Scanners*
Dr. Isaac Kleiner*	Dr. Wallace Breen*
Alyx Vance*	Combine APC*
Pigeons*	Strider*
	Combine Gunships*

* Indicates first exposure to entity

PART 1: | THE TRAIN STATION



Waking from a hallucination, optionally chat with the passengers aboard, then wait for the train to stop. Disembark and maneuver to the end of the platform, turn left, and go through the turnstile. Chat with any citizens you see here, or inside the station itself. Enter the station forecourt, turn right, and enter the checkpoint area.

G-MAN ABOUT TOWN LOCATION #1:
In a wild hallucination prior to waking on the train.



You are forced into an interrogation corridor, and once inside, a Metro Cop waits by a computer screen. It's your old colleague and friend Barney Calhoun! He patches in Isaac Kleiner, your friend from Black Mesa. You all agree on a rendezvous point. Leave and climb the storeroom ladder.

PART 2: | TRAIN STATION PLAZA



On the storeroom balcony, stack crates to reach a window, then drop to a small courtyard below. Exit via the only door, head up the steps to a foyer, and place a can into a trash receptacle to placate a guard. He lets you through into a large chamber. Exit via the double doors on the left, out into a plaza. Turn right, heading for the narrow road.



Ignore the parked patrol and large lolloping creature ahead; turn right and climb the ladder or stack objects to maneuver over a fence. Turn right, into a children's playground at the base of a tenement block, and enter the building on the left. You can optionally play with the equipment, but approaching the guards gets you a nasty knock back.

PART 3: | TENEMENT BUILDINGS



Enter the building and head up the stairs around the disused elevator. Enter the apartment where a citizen peers out. Listen to the citizens' stories if you wish, then exit to the main landing, climb up another flight of steps, and follow the gestures of a man beckoning you forward into his hovel. The Metro Police raid this apartment. Run!



Immediately run past the sleeping man on the sofa, out of the other exit, right and across to the stairs, then sprint up and look for a man at a door. Dive through this entrance and run up the steps to the roof access while he holds the Metro Cops at bay. With the police on your tail, look left and exit the roof via the large hole. Jump to the rooftops.

PART 4: | ROOFTOPS



A Gunship drifts past, and a Scanner is blinking at you. Ignore it and look for a roof ramp heading to the upper area, then head left, down the sloping roof to a plank. This leads around the edge of an outside building. Continue along to the window near the two smokestacks. Enter a small attic room, and head down the steps.



Open the door and you're ambushed by guards. You fade into unconsciousness just as you hear a female voice. When you come to, you meet Alyx. She's the daughter of one of the scientists you knew back in Black Mesa. Alyx opens up a secret passage. Follow her.

CHAPTER 2:
"A RED LETTER DAY"

Inventory Pick-Ups
Crowbar

Friendly Encounters	Hostile Encounters
Alyx Vance	Ichthyosaur*
Isaac Kleiner	Dr. Wallace Breen
Barney Calhoun	Combine Overseer*
Hedy Lamarr*	Scanners
Eli Vance*	Metro Cops
Judith Mossman*	
Vortigaunt Ally*	
Crows*	

* Indicates first exposure to entity

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PART 1: | DOCTOR KLEINER'S LABORATORY



Follow Alyx as she opens another secret door into the laboratory of Isaac Kleiner. After a heartfelt meeting, the doctor fills you in on the situation. Barney arrives, and after he's waylaid by the doctor's pet Headcrab Hedy, you're allowed to struggle into your HEV Suit. Recharge it at the Combine Recharger.

G-MAN ABOUT TOWN LOCATION #2:
Flick through the cameras on the large computer monitor.



Investigate the room until the doctor uses the retinal scanner, allowing you to enter the teleportation chamber. Listen to the doctor until the teleport deactivates, then plug it in to start it. Alyx vanishes, reappearing with her father at Black Mesa East. Now it's your turn!



A Headcrab-sized lump creates havoc with your teleport, and you flash in and out of existence, appearing in some very odd places and startling birds, an Ichthyosaur, and even Wallace Breen! You eventually appear outside the chamber room. Ignore the Scanners and run out of the power plant area, up the steps, and through the mesh door.

PART 2: | TRAIN STATION EXTERIOR



Round the corner and take the Crowbar from Barney. Use it to smash the wooden planks, then drop down into the railway tracks. Scanners and a few Cops have spotted you, so look for and climb atop the stack of crates near the first carriage, leap across each of the carriage roofs and over a fence, and smash another few pieces of wood. Escape down some steps.

CROWBAR: ACQUIRED!

CHAPTER 3:
ROUTE KANAL



Inventory Pick-Ups
Pistol, SMG, Grenade

Friendly Encounters	Hostile Encounters
Repatriated Citizens	Metro Cops
Pigeons	Scanners
Vortigaunt	Barnacles*
Boxcar Joe*	Combine APCs
Resistance Citizens*	Combine Hunter-Chopper*
Manhack Matt*	Manhacks*
	Zombie Torso*
	Headcrabs*
	Zombies*

* Indicates first exposure to entity

PART 1: | KANAL ROUTE #1



Optionally use the Health Recharger, make a left, and defeat the two Metro Cops attacking the citizens. This yields the Pistol. Finish them both, use the Crowbar to break the wooden barrier, and ascend the steps, shooting an incoming guard through the mesh flooring. Turn right, and right again up to the surface, bringing down another Cop.

PISTOL: ACQUIRED!



Head out onto the concrete ground, leaping onto the train. Jump to the ladder on the opposite side, climb it, spin around, and attack enemy Cops on the other side, shooting explosive barrels to damage them. Move to the hut, smash the wooden boards, enter, and claim the ammo before tackling some Scanners with your Crowbar.



Move the debris or explode it, exit the hut, and shoot the barrels on the ledge through the mesh door. Open the door, run and leap the bent portion of the fence, and attack more Metro Cops on the opposite side of the tracks before entering a duct on your right. Exit, blast more Cops, and at the start of the tunnel, drop down onto a pallet to break your fall.



Shoot the flaming barrel the Cops are rolling at you, bring them both down, avoid the Razor Train, and climb the steps, moving around to a set of steps leading to a bridge over the tracks. Use your Crowbar to clear the debris, then your Pistol to drop all nearby Metro Cops. Exit the other side, drop down to the tracks, pause at the Recharger, and blast all remaining foes.

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Wade or swim to the red carriage, climb it, and enter via the roof. A Vortigaunt heals you while Boxcar Joe provides information. Exit the carriage, crawl under the debris, and maneuver out to slippery mud under a bridge. Train your weapon right, to the tunnel with the bars on it. Bring down a Cop, sidestep looking right, and dash into the side entrance.

G-MAN ABOUT TOWN LOCATION #3:
On the TV screen the Vortigaunt is watching.

PART 2: | KANAL ROUTE #2



Shoot down two Metro Cops in the tunnel after avoiding the turret gun, and move back and around to a ladder bringing you out behind the turret. Drop the Metro Cops, shoot the stack of barrels right and above you, and use the gun to shoot the wooden platforms, enemies, APC, and barrels. Once the APC starts firing rockets, jump to the ledge along the right side.



Follow the ledge along, dropping any remaining Cops, and move into the tunnel, avoiding Barnacles by shooting or dodging them. Search the Lambda Logo on the left of the tunnel for supplies. Head to the tunnel's far end and enter the large pipe on the left. Inside the overflow chamber, look up, dropping a Cop through the grate, and dive as barrels are thrown down at you.



Finish the remaining Cops on the grate, exit the overflow pipes, and pinpoint Cops up ahead, working methodically around, aiming at explosive barrels and collapsing the bridge. Watch for Cops dropping from the walls left and right before you enter an arched tunnel entrance ahead and right. Push an explosive barrel down the slick slope.



Shoot the barrel so it catches fire as a Barnacle grabs it, and it explodes, taking out the clump of Barnacles in the tunnel. Weave around to the exit, dive into the water around the wooden barricade, and swim to a ladder on the right wall, under heavy fire. Plug a couple of foes on the left upper side of this waterway, then dive into the water on the other side.



Swim to the ramp opposite and climb onto it, and start to shoot the Cops on the bridge. Or, sprint and leap the gap to the ledge on the opposite side. Either way, enter the concrete tube behind the ramp on the right, and place concrete blocks on a seesaw until it tips, allowing you to leap out to a Hunter-Chopper confrontation.

PART 3: | KANAL ROUTE #3



Slide down the sewer flow into a debris-strewn area, and either sprint and jump right over the barricade to escape, or hide while the Chopper fires, then sprint around the left side of the area, avoiding a Barnacle, to a door. Hide behind the barrels while being shot at, then pick them up and shove them aside, open the door, and head down to a ladder.



Pick up the supplies under the mesh floor, then negotiate the slippery tunnels, shoving explosive barrels down each slope and setting them alight to destroy the Barnacles. Head out the door and sprint left, into a concrete tunnel. Check for items by the burned corpse, then shoot the explosive barrel (stand back!), clearing a tunnel corridor ahead.

PART 4: | KANAL ROUTE #4



Hack into a chamber with Manhack Matt. After fighting the Manhacks, search the upper area of the room for items, then use the Crowbar on the Manhacks ahead, winding through the tunnel to an opening on the left. Go a little farther along to a room on the same wall and ransack it for items, then return and enter this area. Head into the open and shoot the two Cops on the far ledge.



Move barrels and open the mesh door ahead, then swipe at the incoming Manhacks. Don't drop into the sewer tunnel. Instead, crawl to the upper duct ahead, move around (deal with a Manhack inside the duct), and maneuver out to a stack of supply crates. Retrace your steps, shoot the Cop as you exit the duct, then drop down and turn around.

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Shoot the incoming guards, picking up the SMG that one drops. Turn right, enter the low sewage tunnel to claim a Grenade (don't use it yet!), and shoot a Zombie Torso. Exit, drop another Cop, and move to a containment pool. Avoid the mixing fan's blades and swim left, into a waterlogged tunnel. Swim to the end, turn left, swim to the end again, surface, and jump up.

SMG: ACQUIRED!
GRENADE: ACQUIRED!



Locate the tunnel with the steaming orange pipe, look left, and bring down a Scanner and some Cops in the outside area. Rappel down and appear behind the mesh wall you negotiated earlier. Step up onto the pipe and walk along it to the left corner. Move a barrel so waiting Barnacles suck it up, then dash under or explode it.



Drop from the pipe to the right, check the area for hidden supplies, then head into the containment pool and climb the ladder, detonating the barrels the Cops are rolling your way. Blast them, turn right and continue the executions, then enter a gate to the right. Head along to another gate at the end, letting Manhacks through, and destroy them all.



Weave through the duct work, checking the darkened chambers for supplies, then drop into a gray chamber. Use explosive barrels or methodical Crowbar swipes to destroy a group of Manhacks, then climb the ladder, shimmy across the pipe, and drop to a gantry. Move into an adjoining room: a deep area filled with pipes.



Drop down the pipes, landing carefully until you reach a valve. Turn it to fill the chamber with water, swim to the ladder behind you, and backtrack to the first chamber. Destroy more Manhacks, then descend through the grid via the ladder, swim through a tunnel, surface to catch your breath, then swim down to the bottom of the waterlogged chamber.



Use your Crowbar to smash the wooden slats that are stopping boxes and large spindles. Ride one up to the surface, and leap to the right side of the room, or else float two spindles, moving them so you can climb up the ladder on the left ledge, and jump across them as stepping stones. Enter the doorway up the steps, on your way to exiting this sewer system.

CHAPTER 4:
WATER HAZARD

Inventory Pick-Ups
.357 Magnum, Gauss Cannon (Airboat only)

Friendly Encounters	Hostile Encounters
Resistance Citizens	Zombies
Crows	Combine Hunter-Chopper
Vortigaunts	Scanners
	Combine Dropships*
	Metro Cops
	Barnacles
	Combine APCs
	Headcrabs
	Manhacks

* Indicates first exposure to entity

PART 1: KANAL ROUTE #5



Drop down into the narrow sewer passage, face left and shoot a couple of Scanners and two rappelling Cops, jump up and left onto the concrete bank, break through the boxes while defeating Manhacks, and move into a curved brick chamber. Enter the small, dark room in front of you, using the Flashlight to check for Barnacles. Secure items in here.



Climb the ladder to the plinth above the curved chamber, securing both item locations, then fall down to the ground in the second curved section and head out to a radioactive outlet. Walk across the corroded pipe to take more items, then rendezvous with a citizen. Take ammunition from the Infinite Ammo Crate, then bring out your Crowbar.

INFINITE AMMO CRATE: ACQUIRED!



Enter the town, and whack any Headcrabs appearing, either from the ground or from the remains of a crashed parasite rocket. Continue around the winding ground, switching to the SMG as you encounter your first Zombies; aim for the head and don't stop shooting until they drop! Back up out of their reach, and dodge left or right if they throw scenery.

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Complete the town tour by avoiding a dangling electrical wire and dashing through an electrified container. Don't stop until you reach a tunnel entrance. Inside, a citizen gives you the Airboat. Accelerate out around a large flat mire (optionally get out on either bank to secure ammo and defeat Headcrabs). Head to the gate barricade around the corner.

AIRBOAT: ACQUIRED!

PART 2: KANAL ROUTE #6



Step off the boat near the collection of crates, shoot the hiding Headcrab, then use the wheel winch to raise the barricade. Drive through into an inlet tunnel, stopping as you spot the red shack; a ladder on your right leads to a hidden stack of items. Back on the boat, accelerate toward the ramshackle Station 7. Is that a suited figure?

G-MAN ABOUT TOWN LOCATION #4:
Standing on a pier in front of Station 7.



Ignore Station 7, or drive to the pier, climb up to the warehouse entrance, dodge two barrel-throwing Zombies, and enter the building. Use the wooden beams to nimbly maneuver to the inside roof access, watching for a crate with a loose board, and a Headcrab dropping down from above. Crowbar the barrel in the winch to loosen the item crate.



Drop into the water, secure the crate items, and follow the marsh around to the right to a rickety ramp. There's ammo under here, and two Scanners to optionally tackle. A citizen drops goods from the bridge after the ramp, on the right. Take them, then park up at the seesaw ramp. Head left, up and into a metal tunnel. Push two blue barrels out the other side.



Hold a barrel and dive under the seesaw. Place three barrels to raise the seesaw ramp, mount your Airboat, and accelerate up and over the gap. Turn the left corner, and as a Dropship deposits Combine reinforcements, ram them on the right side of the path. Exit the boat and inspect an open pipe on the right wall. It leads to a grotto and a Zombie.

G-MAN ABOUT TOWN LOCATION #5:
Flickering on a giant tenement block screen in the distance.



Taking items from the Zombie grotto, return to the main path and drive your boat into Cops rappelling down on the right side, then turn the right corner, remain left, and shoot up and over a ramp. Ram the balconies along the radioactive section of mire, bringing Cops down in the process. Drive down the ramp and skid left, through the concrete structure, watching for Barnacles.

PART 3: KANAL ROUTE #7



Follow the marshy path right, ram a pier the Cop is standing on, and stop at a substation gate. Get out, and either aim your Pistol at the gap in the gate, shooting a barrel beyond that causes a collection of steel beams to swing down and destroy the gate (thus avoiding substation combat), or enter the substation by heading up the ladder on the right and going in the door above.



Once in the substation, collect ammo and open the Infinite Ammo Crate to stock up on Grenades. Tackle the foes by two APCs (Grenades and well-aimed gunfire is the key here), then head into the garage, watching for Manhack attacks through the windows. Defeat them and the Cops behind the glass, and enter the room with the Manhack dispensers.



Fill up with Grenades and open the exit door. Shoot the enemy turret gun from the door at a distance, lob Grenades and take cover, hold a barrel to absorb bullets and run to cover, or push the cart on the left to get nearer and bring down the turret gunners. Check the containers on the right for items, then move to the door at the far end, behind the turret.



Four Cops are in the substation room beyond. Lob Grenades and shoot from the top of the steps, then head down and finish stragglers. Refill health at the Recharger, check the tops of the turbines for SMG Grenades, then head up the gantry steps on the left. Outside, shoot the barrel to release a cable tied to steel beams, which smashes the gate open.

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Retrace your steps, moving to the turret and gunning down reinforcements, then head into the APC garage and use the APCs as cover as you lob Grenades, and lob more Grenades at the turret in the corner, then use it to defeat the final wave of foes. Check the torture rooms for goods, then flee outside, to the boat, and drive through the open gate.



Once through the gate, turn left, ignoring police on the bridge, choose either channel, and zip through, continuing along the canal and dodging APC rocket fire. Weave through the S-shaped canal as Cops rappel from bridges. Ignore or ram them. At the second APC, you can investigate the concrete drainage structure (items and an ambush occur here), or head right.



Keep your speed up, head right, leap the flaming barricade, proceed through the tunnel, swing right, avoid the falling car, ignore more APC and Cop fire, and aim for a tunnel entrance and boost through into the safety of an inlet channel. This ends at a large clump of debris. Swing right, get out, and remove bricks from a basket so it descends and you can claim the ammo inside.

PART 4: KANAL ROUTE #8



Back on the boat, drive to a gate with a tower next to it. It closes, forcing you to reach this tower. Shoot the Cop on the concrete jetty and pick one of two routes: short or long. The short route circumvents the base entirely. Park the boat near the outflow pipe, jump onto the boat, the pipe, and then onto the jetty, and lob a Grenade up into the gate tower.



The long route involves securing the base. Park at the wooden jetty to the right, Crowbar the lock off the door, pick up the .357 Magnum from the table, and shoot three guards opening the door opposite. Head up the steps, ignoring the Hunter-Chopper, and weave through the containers, blasting Cops in your way. Enter the first container you can.

.357 MAGNUM: ACQUIRED!



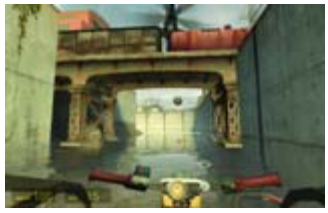
The container (with openings at both ends) offers respite to the Hunter-Chopper's blasts. Defeat more Cops, head out and left, and dive into the warehouse entrance. Head right, into a container, and blast the Manhacks and any Cops on the ground level. Then shoot any foes on the gantry up and right of the container. Stay at ground level.



Head to the corner of the warehouse left of the entrance, causing more enemies to appear at ground level. Blast them, use cover to tackle the remaining Cops on the opposite upper gantry, and head up, charging over the containers to tackle the final Cops before crouching and maneuvering through two chambers as the Hunter-Chopper fires on you.



Watch for a couple more Manhacks, then smash the crates at the entrance to some steps. Tackle three Cops on the steps, recharge at the base of the stairs, then dart out between Chopper fire, securing items and working around to the gate tower. Throw up a Grenade to clear the tower guards, then man the turrets to dissuade the Chopper, and open the gate using the switch.



Drive through the gate, then make a right, avoiding mines and a Hunter-Chopper's gunfire. Check the railway bridge above you; left is an alcove with items. Then follow the canal left, up and down a U-turn ramp, then on into a left turn and tunnel. The inlet tunnel ends with a wide expanse of river, and the Hunter-Chopper continuously hounds you.

PART 5: KANAL ROUTES #9 AND #10



Head down the river, past the rusting boat on the left, then ram the bank and head over the shortcut left of the second boat. Continue until you reach a series of concrete pipe sections. Opposite these is a marshy bank with items, and more items at a dead-end wall on the left. Enter the pipes, steering right, and stop. Ram a rickety plinth for items.

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Accelerate down the pipe and on top of it, keeping straight so you don't fall. Speed up at the Y-junction, head up onto the left bank of it, and drop down to a canal section, heading right. Head under the bridge, along the steep channels. At the narrow straight channel section, ram the left slope and head up onto a dead end containing crates. Exit the sluice channel.



Find more goods to your left. Turn right, smashing channel markers and watching for Barnacles as you pass under bridges. Stay right, turning right too, until you reach a channel blocked by containers. Boost around and up the curved ramp and across to a warehouse above radioactive waters. Enter the warehouse to recharge.



Drive your boat down onto the radioactive waste, out of the gate, and turn left, speeding up as rockets hit two chimneys. As they topple, stay right, avoiding them, then speed into a tunnel. It winds around and you appear in a small encampment with a gate you cannot unlock. There is a ramp here to raise. Exit your boat and blast the Zombie.

PART 6: KANAL ROUTE #11



Defeat the Zombie in the concrete pipe part and climb the ladder on the far wall, leading to the narrow platform above a basket. Push the refrigerator into it, drop down to pull the lever, raising the ramp, and drive over it. Turn right, into a citizen stronghold, where a Vortigaunt welds a Gauss Cannon onto your Airboat.

GAUSS CANNON (AIRBOAT): ACQUIRED!



Shoot the Barnacles on your way out, then train your gun on the Hunter-Chopper and accelerate out and over the ramp and through a gate that closes behind you. Shoot the barrel on the left bank to destroy the Cops, then head up onto the right bank, ramming foes and securing the area. Inside the door on the right are goods to take.



Head back onto the boat, out into the radioactive water, and blast an APC if you wish, then turn right, shoot a rickety platform with two Cops on it, maneuver around a rock to the left, and enter a tunnel filled with Cops. Shoot barrels before you enter, then strafe the enemies on the upper tunnel entrance, then along the left tunnel bank, as you head inside.

PART 7: KANAL ROUTE #12



Strafe an APC as you exit the tunnel, head under a bridge around a corner as a Dropship flies past, turn right again, and strafe Barnacles as you pass under a number of bridges. The G-Man appears on a gantry here. Optionally step out and investigate the area behind the vats on the right. A dead citizen sprawls near ammunition. Now get back on the boat.

G-MAN ABOUT TOWN LOCATION #6:
On a small gantry near the second covered bridge.



Optionally drive over the tire defenses a Cop was guarding to a dead end, and shoot the Headcrabs and Zombies here before grabbing the ammo. Then drive up and left along a bank and ramp and into a tunnel, ramming Zombies and shooting Barnacles until you appear at a refinery facility. Ram your boat up and left as you emerge, avoiding the route ahead.



Or, you can drive through the fire, up the concrete ramp while avoiding barrels, and down the other side, ramming Cops, and skidding right, to a red container with supplies inside. Park next to the rusting trawler and shoot the APC on the wooden wharf until it explodes. Drive into the bay and blast a second APC above and behind you. Constantly move.



Park next to a red container opposite the bay entrance and shoot the barrels inside it. Back on the boat, drive through the gap you created, under the wooden wharf, and over a ramp, across to an upper tunnel entrance. Drop down, turn left, then right, ending your canal sortie at the reservoir. Here you begin to battle the Hunter-Chopper.

PART 8: KANAL DAM AND HUNTER-CHOPPER BATTLE



Stay on the right side as you enter the dam, checking a boat for supplies on either side. Drive up the ramp and land on the three rock columns for goods. Other supplies are scattered about: on the dam perimeter, in a concrete pipe, and near a rusting boat toward the middle of the reservoir.

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Attack the Hunter-Chopper, moving constantly to avoid the bombs. Start a barrage of fire when it is far away, shoot until your gun overheats, then move out of its way as you recharge and it flies overhead. Keep dodging and firing until the Hunter-Chopper explodes, optionally hiding near rocks to avoid more gunfire and bombs.



Head to the gate and open it using the winch. Drive through to the dam building, and optionally investigate two sewage pipes to the left, below the dam building itself. The left one is open, leading to a run through radioactive water. Step left into a small cave where a Vortigaunt is cooking a Headcrab. You can converse with him for quite a while.



Drive up the wrecked wharf to the helipad area of the dam building, shooting two Cops by the entrance. Optionally enter, blasting Cops inside, recharging, and gathering supplies. Exit, driving around the dam building to a bridge, and keep your eye out for a suited figure on the dam itself. Drive to the dam and lower the bridge.

G-MAN ABOUT TOWN LOCATION #7:
On the left side of the dam after the Hunter-Chopper battle.



Get out of the boat and head to the dam controls on top of the dam itself. Open one of the sluice gates, get back into your Airboat, and drive up a wooden ramp in the reservoir, and into the gap, dropping down the dam and landing heavily in the water below. You're near an electrical power plant, and the new headquarters of the resistance forces.

CHAPTER 5:
BLACK MESA EAST

Inventory Pick-Ups
Zero Point Energy Field Manipulator (Gravity Gun)

Friendly Encounters	Hostile Encounters
Doctor Judith Mossman	Scanners
Vortigaunts	Combine Hunter-Chopper
Doctor Eli Vance	
Alyx Vance	
Dog*	
Crows	

* Indicates first exposure to entity

PART 1: BLACK MESA EAST (LABORATORY LEVEL)



Park at the Lambda logo, head up the ladder, and make a left into the gloomy area near the flatbed with barrels. Around the corner is the entrance. Mossman stops you at a decontamination area. She checks your condition and lets you in, chatting nervously. Ride the elevator down to Eli Vance's laboratory itself.



Eli and Judith chat, while you listen and explore the lab for clues and items of superfluous interest. Alyx arrives, and after a heated discussion with Judith, she takes you out of the lab to locate the Gravity Gun. Follow her as she passes the blocked entrance to Ravenholm, into an airlock, and out the other side.

PART 2: BLACK MESA EAST (SCRAPYARD)



Through the airlock, Alyx gives you the Gravity Gun. Follow her instructions (and those in the Training section of this book), and play with the gun for a while, manipulating objects. Stack some to reach Alyx, then drop down and enter the large arena where Alyx introduces her "pet," Dog; a hulking mechanoid. Dog produces a ball (a deactivated Rollermine).



Play "catch" with Dog, following Alyx's advice until an alarm sounds and a parasite rocket lands in the courtyard. Retreat with Dog in tow, into the airlock, which jams. Dog wrenches the door open, allowing you to exit. Follow Alyx until a rock fall blocks your path, separating you. She shouts to you to follow the path to Ravenholm.

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Dog lifts the entrance door to Ravenholm. Enter, blasting scenery to make a path down some stairs to a damp path and elevator shaft. Blast the lock to release the base of the ladder, and climb it to the top. You can bring Dog's ball with you as a weapon. Exit the elevator hut, entering the outskirts of the old mining town of Ravenholm.

CHAPTER 6:

"WE DON'T GO TO RAVENHOLM"



Inventory Pick-Ups
Shotgun, Overwatch Standard Issue Pulse Rifle (OSIPR)

Friendly Encounters	Hostile Encounters
Ravens*	Zombie
Father Grigori*	Headcrab
Seagulls*	Poison Headcrab*
Resistance Citizens	Fast Headcrab*
Leon at Shorepoint*	Zombie Torso
Alyx Vance (via video screen)	Fast Zombie*
Noriko at Shorepoint (via radio)*	Poison Zombie*
	Barnacle
	Combine Soldier*

* Indicates first exposure to entity

PART 1: DARK ENTRIES



Move to the tree with the swinging corpse, blast the Zombie rising on the left, and enter the boarded-up shed. Create a fiery trap for the Zombies in the next room, or use saw-blades to slice them. Wind through the shed, tackling two Zombies without destroying explosive barrels near you, and head out into a small courtyard. Switch on the engine blades.

SCENIC DEBRIS (FOR USE WITH GRAVITY GUN): ACQUIRED!



The blades slice incoming Zombies, allowing you into another wooden building, engaging more Zombies and Headcrabs. Once they are all defeated, smash the plank on the exit doorway, maneuver down an alley to the right into another room, and face more Zombies. Retreat if you're close to the explosive barrels. Destroy all the Zombies, then head outside.



Father Grigori appears atop a burning pile of Zombies, shooting remaining enemies as you meet in the town square. Switch off the gas at the faucet nearby, and enter the building behind the pyre, below Grigori's exit. Inside the concrete building, defeat a number of Zombies inside the generator room, then remove debris and climb the steps.



Use radiators and other heavy (but compact) scenery to slam into a number of Zombies up here. At the top of the stairwell, optionally jump across the tops of the turbines to a hidden duct leading to supplies. Ideally attempt this after you work through the upper rooms to a chamber containing Poison Headcrabs and a lever. Tug on the lever.



This shuts down the electricity on the fence below. Exit the building, fighting more Headcrabs carefully as you go, then head up the path by the pyre, optionally checking the building to the right to burn a Zombie in a cage and pick up goods and scenery. Switch the gas off at the alley faucet to stop the fire, and tackle three Zombies at the fence.



Climb over the fence and up the ladders attached to the building. Leap back, conversing with Father Grigori again, then head along a wooden plank, enter a window, and drop gas canisters on a Zombie below. Finish off the Headcrabs, drop down, and rip planks out of your way as you move outside. Flip a lever to raise a car on a winch, and again to drop it.



Squash Zombies using this trap, then enter a central area with another car trap. Raise this second car, then jump on it, and either maneuver around the upper planks to a hidden stack of supplies, or move along the planks opposite until you reach Grigori again. After listening to his ranting, move into a nearby window and ready your Crowbar.

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PART 2: CENTRAL THOROUGHFARE



Whack a fast-moving Headcrab an move along the corridor to an attic room. Grigori is shooting Zombies on the roof to your right. Destroy the corpse slumped in the room, check the area for supplies, then move onto the window ledge and shoot any Zombies on this ledge. Look down and right, blasting a barrel so it explodes, pushing a car into milling Zombies.



Drop down on the left side of the ledge, deal with Headcrabs, check the narrow grating on your left for goods, then walk to the middle of the thoroughfare, shooting any stragglers and checking the dark alleyway and hut to the left for more hidden goods. At the far end, climb the ladder, turn around, and check an attic area to your left, above the thoroughfare.



Inside are more goods. Grab them, then exit onto the wooden planks and move to the window opposite. Drop in, blast a Zombie Torso, and enter a dissecting chamber. The corpses on the tables don't move. Head down the steps, then back up and deal with around six Zombies. Head downstairs again, into an alcove with supplies, then outside.

PART 3: WAREHOUSE DISTRICT



A new breed of undead stalks this district: the Fast Zombie. Shoot it before it slashes you, then inspect the outskirts of the warehouse building, down to the tracks where Headcrabs and Zombies are moving. Shoot them, check the area under the water tower for supplies, then head back to the warehouse and enter, moving around the ground floor and dealing with a single Zombie.



Work your way up the second and third floors of the warehouse, dealing with Zombies and Headcrabs; check all rooms on each side of the steps for more enemies and goods. At the third floor attic, attack Headcrabs with your Crowbar, then head out onto the rooftop to rendezvous with Grigori again. Catch the Shotgun he throws; use it on the Fast Zombies.

SHOTGUN: ACQUIRED!



Check the drainpipes of the building you're on; Fast Zombies climb these to reach you. When you're done, sprint and jump across to the water tower, and climb up to the rooftop beyond. Check both drainpipes here and the one on the building opposite for more Fast Zombies, and blast them in the head. Retreat into the doorway, and shoot a Fast Zombie smashing through the skylight.



After the battle, take a gas canister and ride down the elevator. Punt the canister into a Poison Zombie shambling about the street below, then attack the flaming Poison Headcrabs before vaulting over the fence via the car and plank of wood. Swipe a Headcrab as you move past a room containing a dead villager. Check it for supplies.

PART 4: TOWN SQUARE



Enter the passage, turn left, punt another canister into a Poison Zombie on your left near the small grassy area, and head into the town square. You are ambushed by dozens of Zombies, so immediately run around the alley to the right as you enter the square. Move up the steps to a small tower room and wrench the lever, moving a platform above you.



Drop down to the town square, and look for a stack of crates at the right side of the dark, lower area where a second Poison Zombie resides. Leap up the crates, and follow the path across and around the rooftops, blasting the Fast Zombies that interrupt your maneuvers. Stop on the small rooftop for supplies, then move explosive barrels out of the way.



From the barrels, leap to the platform you moved earlier, and then across to a narrow series of rooftops on the left side of the street, moving to the far end and upward, blasting more Fast Zombies. Grigori shouts more words of encouragement. With all Fast Zombies downed, leap across to the metal balcony, staying right because the structure is unsafe.



Enter the room with the yellow peeling walls and collect saw blades and stick them in the doorway. Move through and use the blades to decapitate the Zombies roaming this passage. Head down the steps (usually launching a gas canister at the foes at the bottom), into a storage room, and then head up the ladder into a storage room. Slaughter Headcrabs here.

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PART 5: CHURCH GROUNDS



Exit via the door, wait for a Fast Zombie to lollop toward you, blast it, then head over the plank and drop down to a small courtyard, making short work of a Poison Zombie. Search for the metal stairs and ascend, fighting off Fast Zombies as you move around the outside of a warehouse then into it, collecting ammo and ascending to the roof.



Move to a lever and listen to Grigori's instructions. While the cradle he's sending slowly moves to your location, check the two drainpipes for Fast Zombies, and blast them before they reach you. After around six of these fiends are downed, jump into the cradle, wrench the lever to move the cradle back, then drop down onto the ground and meet up with Grigori and his ammo collection.

PART 6: GRAVEYARD



Follow Grigori over two fences and into the graveyard, staying close so you can defeat the countless Fast and regular Zombies that appear. Don't let Grigori be overcome by these foes, so help him, and carefully work through the graveyard, stopping at the stone plinth in the corner to blast barrels and catch the undead alight.



Battle to the crypt at the graveyard's far end, where Grigori releases the gate while you defeat a Poison Zombie and other lurking threats. Head through and up the door, open it, and enter an abandoned mine shaft. Drop down along the sides, aiming to land on the wooden beams, as dropping all the way down results in a messy death.

PART 7: THE MINES



The floor of the mine is covered in Headcrabs, so land on the gantry above and move to a small elevated hut with ammo and supplies, and then drop down, heading for the steps across on the opposite side of the cavern. Stay here and blast incoming Headcrabs, then leap to and over the crossbeam leading to a tunnel. At the corner, stop and shoot more Headcrabs.



Use the Gravity Gun to suck supplies across the hole, then drop down into the waterlogged area and swim until you spot a Barnacle's dangling proboscis. Get it to wrap around you and drag you up, destroy it before you're eaten, and drop down to a tiny ledge with a dead body and supplies. Now drop down and swim out to a small fire and the mine shaft exit.



Flick the switch to send the bladed mine cart up and down, then follow it up (remember to duck as it heads back!), watching as Zombies are sliced in its blades. Continue to the top of the shaft, where further Zombies await. Exit into the daylight, and at the start of the railway, check the tunnel entrance behind you for supply crates.

PART 8: RAILWAY SIDINGS



Blast the Fast Zombie off the carriages, move to the corner, move under the bridge, then stop, look up, and lob a Grenade into the opening with the blue laser extruding from it. This defeats a Combine Sniper. Now move down the tracks, seeking cover on the left, crouching under the carriages, and taking care of a Headcrab while avoiding Sniper shots.



Crawl to the foot of another bridge, head up into an open carriage, lob a Grenade to dispatch another Sniper, then run into the tunnel, through carriages to a small fire where a Zombie and two Combine Soldiers are battling. Destroy them all, collect supplies and the Pulse Rifle, and then head out of the tunnel to a scrapyard known as Shorepoint.

OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR): ACQUIRED!



Run to the white van to stock up on goods, then dash along the tracks to neutralize a Soldier before checking to spot the G-Man. Backtrack to the scrapyard and shoot the barrels or launch them into three more Soldiers, or drop them with SMG or Pulse Rifle fire. Hop over the wrecks and train your gun on the entrance to the left side.

G-MAN ABOUT TOWN LOCATION #8:
Beyond the last railway carriage moving into a tunnel.



Enter the Shorepoint doorway, bringing down a Soldier inside, and enter the warehouse area. Three more Soldiers are engaged in combat with citizens. Tackle the Soldiers immediately, expertly dropping each of them in turn and then rendezvous with Leon, who brings you inside Shorepoint itself. Collect supplies, then ready yourself for a drive.

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CHAPTER 7:
HIGHWAY 17



Inventory Pick-Ups
Tau Cannon (Scout Car), RPG, Crossbow

Friendly Encounters	Hostile Encounters
Noriko at Shorepoint (crane operator)	Antlion*
Resistance Citizens	Carnivorous Leech*
Vortigaunts	Poison Zombie
Colonel Odessa Cubbage*	Poison Headcrab
	Combine Soldier
	Combine Armored Personnel Carriers
	Combine Gunship
	Rollermine*
	Combine Dropship

* Indicates first exposure to entity

PART 1: | SHOREPOINT BEACHHEAD



Check the Scout Car for supplies (SMG ammo on the back), then enter it, and once the crane drops you onto your head, get out and blast the car back on its wheels with your Gravity Gun, then shotgun the appearing Antlions and climb back on board. Avoid driving the vehicle into the ocean (you're devoured by Leeches!); instead practice steering.

SCOUT CAR: ACQUIRED!
TAU CANNON: ACQUIRED!



Head to the boat, go up the tarmac hill, and turbo over the broken bridge, then go up and right to the main roadway. Stop before you reach the tunnel at the small hut, and ransack it for goods. Accelerate into the tunnel and out the other side. The road crumbles abruptly, forcing you down onto the grass and sand. Shoot Antlions with your Tau Cannon.

PART 2: | NEW LITTLE ODESSA



Locate the long black obelisk and press the button on it. This is a thumper, and it removes the Antlion threat from your immediate vicinity. Optionally enter the dilapidated building via the cellar doors at the far right end, jump up through the floor, and defeat a Poison Zombie and Headcrabs above you. Collect supplies, exit, and drive through the white fencing.



You drop down to another beachside valley. Accelerate over the boat, look for another thumper, and switch it on. Park near the warehouse and ascend the hillock to the small dwelling. Shoot a gas can or your Shotgun at two guards, then tear apart the remaining Combine recon force inside the building. Peer through the binoculars, check for goods, then leave.

G-MAN ABOUT TOWN LOCATION #9:
Meeting Colonel Odessa, observed through binoculars.



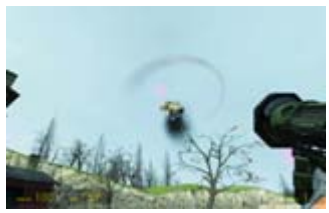
Exit the building, watching for Antlions and Seagulls soiling your ride, then drive around the beach and park up at another thumper, watching Combine and Antlions battling. Optionally ram the Combine, or hide behind the APC and lob Grenades or shoot them. Then enter the boathouse, and use your Gravity Gun to grab supplies from inside a rickety boat.





Follow the coast around to ramshackle windmills and a gap in the cliffs to your left, and drive up, and into New Little Odessa. Check the grounds for supplies and rockets, then enter the main building, heading down to the basement to meet with Colonel Cubbage. He gives you a Rocket Propelled Grenade Launcher just in time; the Combine is attacking!

ROCKET PROPELLED GRENADE LAUNCHER:
ACQUIRED!



Destroy a Combine Gunship by striking it with three (or five or seven, depending on your difficulty setting) rockets. Wait until the craft stops firing, step out from cover, and shoot, then use alt-fire to spiral your rockets into the craft. "Corkscrewing" the rockets ensures that the Gunship cannot blast the rocket while it is in midair.



Move to resistance citizens for health and more ammo, or search the settlement for rockets and health, and continue your barrage until the Gunship explodes. Meet with Cubbage again, then enter your Scout Car and wait for the gates to open. Drive out of New Little Odessa, and follow the ravine down to a small lake. Defeat Antlions near a crashed car.

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PART 3: NORTHERN PETROL FACILITY: 137 DOCK



Grab the crate of supplies near the car, then drive along the lake's left side around an abandoned APC, and ram two Combine Soldiers. Park at the thumper, near the giant crane, and turn the thumper on. Head up the pier ramp and engage the Combine in battle. Head to the small closed hut and blast more Combines, then climb up a small ladder to the main pier.



Shoot an RPG round at the Combine on the crane, then move to the crane itself, climb the ladder, enter the cockpit, and use the crane arm and magnet to pick up your car and drop it on the other side of a wooden bridge, near a large warehouse. Then pick up and drop containers or steel beams on the Combine by the warehouse. Drop the bridge with your magnet, too.



Exit the crane, dash to your car, drive into the warehouse and run over or zap Combine Soldiers with your Tau Cannon, then enter the hut inside the warehouse to open the side door. Drive out, right, and up a ramp, then through a second warehouse and a window, running over more Combine Soldiers as you go. Optionally stop to collect supplies.



Continue along the road, and turbo over a bridge as a Gunship appears. Drive along the road until you reach the remains of a pile-up. Exit, restock your rockets at the white van, and engage the Gunship, using the corkscrew technique to defeat it. Use the Gravity Gun to knock the vehicles out of your path, then drive through the gap, to a tunnel. Optionally stop at a blue van to re-supply.

PART 4: MOUNTAIN ROADS AND PETROLEUM STATION



Out of the tunnel, drive to the base of the hill, get out, and use your Gravity Gun to detach three or so Rollermines, punting them into the ocean. Optionally step to the dwelling, defeat three Soldiers outside, lob Grenades through the windows flushing a couple more foes, then hole up in the attic until all enemies are slain. Return to your car.



Drive along the road, up the mountainside, watching for a truck exploding, then ram any Soldiers you see. Get out and break open crates, then return to your car and drive through the tunnel and out the other side, stopping at the near end of a bridge near a small earth mound and a road blockage. Scurry to the top of the mound and secure the Crossbow.

CROSSBOW: ACQUIRED!



Use your Crossbow to shoot the Soldier from the billboard, clear the road with your Gravity Gun, and drive to the force field. Get out and move to the garage, using cover, and blow up the pumps. Step back and head around the right side to the far building, and force Combine Soldiers out by lobbing Grenades through open windows. Mop up.



Either shoot the APC or the block stopping it from moving, so it rolls down the cliff, into the ocean, and rips the power from the force field, allowing you to enter the car and head up the mountain road to another tunnel. Upon exiting, dodge Dropship gunfire and round a corner, driving straight into an enemy Soldier. Keep going to the small lookout by the bridge.

PART 5: CLIFF-TOP LOOKOUT AND BRIDGE



Expect Combine retaliation here. Drive to the garage and take cover, then blast the Soldiers in the garage, and stay in partial cover, watching for Grenades, and fire on foes coming across the courtyard. Clear the area with rockets, then resupply at the Infinite Ammo Crate. Then head under the house via the cliffside path to the green door.



Cross the bridge via the lower girders, as the top is blocked by a force field. Drop down to the right gantry that's fallen to the span, and head up, left along the outer span, then down a ladder to your first hut. Resupply with rockets, then follow the girders up to the next hut. Beware of Headcrabs as you go. Fire at Combine Soldiers on the far side.



Maneuver along the right gantry to the other end of the span, and go downstairs. Head through the door into a storage chamber, and shoot barrels on the upper left to bring down debris onto Combine forces. Fire at them as you head out of the room, along a gantry, up the stairs, and along the outside. Enter a stairwell and at the top, drop more foes.

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With enemies purged, use the Gravity Gun to suck the plug out to drop the room's force field, then switch the bridge's force field off at the controls. Don't forget! Then head out, shooting a foe on a turret attached to the bridge, and backtrack, shooting reinforcements as you go. Follow the same path under the bridge as you took on the way in.



Halt your progress at the low hut under the bridge, and shoot the Gunship using corkscrewing rockets, then continue back to the cliffside settlement. Beware of Antlions, Zombies, and Combine Soldiers. This is an alternate place to destroy the Gunship. Drive up to the bridge (or stop and check the supplies in a fenced area behind you).



Drive along the tracks, being careful to turbo and skid left to avoid an oncoming train. Or, you can skid 180 degrees around and drive out of the way, but this is actually more difficult. Drive to the left of the tunnel, down to a series of segmented road supports. Head up the ramp, and into another long tunnel. Your drive only gets more frenetic from here on!

CHAPTER 8:

SANDTRAPS

Inventory Pick-Ups
Pherapod (Bugbait), Sentry Gun (Emplacement)

Friendly Encounters	Hostile Encounters
Resistance Citizen	Zombie
Sandy*	Fast Zombie
Lazlo*	Headcrab
Vortigaunt	Fast Headcrab
	Combine Soldier
	Rollermine
	Combine APC
	Combine Gunship
	Combine Dropship
	Antlion
	Antlion Guard*
	Manhack

* Indicates first exposure to entity

PART 1: COASTAL WILDERNESS



Enter the tunnel and either ram through the rusting cars, or step out and blast the incoming Fast and regular Zombies. Sidestep right to a small cubbyhole and enter a hut with supplies; use this shelter to defeat the small horde of once-humans shambling in this area. Step out, clear the way using your Gravity Gun, and drive off.



Speed out of the tunnel and down a road, avoiding the accident, and optionally stop at a clifftop house on your right. Destroy the two Combine near the parked APC, then enter the house via the hole in the wall. Climb to the top floor, watching for Rollermines heading in through windows and holes. Catch and punt them with your Gravity Gun.



Collect any goods from the house, and optionally drive down to the beach for more supplies near a rusting ship, then head back on the road to a Combine roadblock. Take down the guard on the tower with a Crossbow from range, then shoot the second guard on the balcony before dashing around the left building and using this cover to bring down more Combine.



Secure the building to the left, then blast the remaining Combine coming out of the wooden hut near the beach, secure the area, and search for supplies. Trek back to your vehicle and ride through the checkpoint and around the uneven road, avoiding the fissure. Stop or drive around the tanker blocking your path, then get out and engage Combine ahead.



Around six Combine Soldiers are being deployed from Dropships; defeat them at the gate to the far end of this ramshackle settlement, then head inside the single building. You need three batteries to open the gate (or bounce the Scout Car around the right side of the gate using your Gravity Gun instead). There are five batteries to find (but you only need three):



Battery #1 is already connected to the circuit. Battery #2 is on the bed to the right. Battery #3 is outside under a bath. Battery #4 is atop the windmill attached to the building (suck it with the Gravity Gun). Battery #5 is near the destroyed tanker, under the hood of the rusting car. Fit the batteries in and switch them on. Then drive through the open gate.

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PART 2: LIGHTHOUSE POINT



Head into and out of a tunnel around a bend and into a garage, meeting resistance forces. They instruct you to watch for Combine reinforcements, so take cover against a low wall and wait for the first drop. Stay in cover, but keep watching as around five foes are deposited, and defeat them all. Use your friends to give you ammo and health.



A second Dropship delivers another squad of foes on the road itself. Use cover and blast them, ideally with your friends attacking in a crossfire, then head into the largest building near the lighthouse and use the windows as cover, blasting more foes as a third Dropship delivers its payload. This building contains a number of crates with supplies to replenish your stock.



Head up the path to the lighthouse as a final Dropship delivers Combine foes; make short work of them with a couple of well-planted rockets. Then enter the lighthouse and climb to the top, pausing only to refill your rockets. Take down a Gunship using corkscrewing shots. Restock on health and ammo and head back down, then go to the lighthouse basement.

PART 3: VORTIGAUNT CAMP



A friend opens the lighthouse's secret door as a Dropship removes your Scout Car. Ignore this and concentrate on maneuvering along the cliff side, dropping down to a crate and avoiding a Headcrab. Enter the small natural tunnel and go out the other side, continuing to a set of large flat rocks on sand. Do not step on the sand unless you wish to engage Antlions!



A human named Sandy (appropriately enough) is clutching his friend Lazlo at the start of these stones. Shoot the Antlions that appear, or leave the humans to die, then nimbly jump (sometimes using the sprint function of your suit) from rock to rock. If you hit the sand, step back on a rock, and bring your Shotgun out to dispatch around three appearing Antlions.



Follow the rocks down a gully, checking the left side for crates you can suck in with your Gravity Gun (use pallets as platforms to reach areas you wish to investigate), then when you reach a seesaw, jump to the middle of it, and anchor the crate on the far end behind you instead, so you can leap to the rocky outcrop. Then check the hut by the beach.



There are supplies here, and more on the beach. Retrace your steps, and across the rocky outcrops, take a long plank and position it over a gap to a hut. Check the hut for supplies, then lean the plank on the hut and run up to the roof for more goods. Drop down to the hut across from this building, using the pier and plank to reach higher ground.



Now run to the white building and switch on the portable generator, powering the thumper. Race to the thumper, then optionally go down to the rusting boat by the beach for more goods. Dash back, then climb the upper ground leading to a second, enclosed sandy area. Drop down, and step on the sand. You have Antlions and a Guard to contend with here!



Race to the far end of this sandy area so a resistance citizen can train his turret on the Antlion Guard and Antlions, then attack the Antlion Guard with rockets, explosive barrels, and Shotgun blasts. Strafe constantly and avoid those headbutts! Keep the fight going until the Guard topples, finish the stragglers, and wait for a Vortigaunt to extract Pheropods from the corpse.

PHERAPODS (BUGBAIT): ACQUIRED!



Follow the Vortigaunt through the doorway and into a camp. At the top of the camp, follow the Vortigaunt's instructions for controlling Antlions, then wait at the log gate for it to be raised. Use Bugbait to summon your squad of Antlions, and step into a long tunnel. At the far end, step out into twilight gloom, and head toward the thumper.

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PART 4: NOVA PROSPEKT WATCHTOWERS



Switch the thumper off, allowing the Antlions to follow you, then do the same at the next thumper. Now proceed along the beach until you spot a Combine gun emplacement; charge around the side of it, incapacitating Soldiers with Bugbait and letting the Antlions chew them up. Use the Sentry Gun inside to provide supporting fire.



At the second emplacement, check the area for goods and an entrance to a concrete tunnel system lit by red flares. Throw Bugbait to the far end so your swarm defeats the Combine Soldiers there, then attack Manhacks buzzing the area. Check the tunnels for supplies then exit, winding around a cliff path to another emplacement. Secure this now.



Turn the corner, watching the valley ahead for Combine movements. Charge forward, throwing Bugbait to the center of the area so the Antlions attack. Then shift left and around the back of the emplacement and down enemies, including those incoming from a Dropship. Secure the area completely before continuing up a narrow cliff path.



Leap the gap, head up the narrow path to a campfire, slaughter the Zombies here, and collapse the wooden frame. Leap on it to get up to the base of a rock wall and Combine gantry. Throw Bugbait to the gantry, climb the ladder, and then drop to a grassy ledge with supplies. Wind up to a sewer outflow pipe and destroy a Fast Zombie.

PART 5: NOVA PROSPEKT ENTRANCE YARD



With your Antlions in tow, wind through the pipes, climb the ladder, and enter the prison yard, throwing Bugbait into the watchtowers to take down the Combine Soldiers up there. Head up into the courtyard, switch to regular weapons, and blast Soldiers, then throw Bugbait up to the gantry on the roof of the main building. Collect supplies by the wall.



Smash a corner window, throw in a Grenade, and secure this small room, then blast the enemies in the room ahead and above you as you wind counterclockwise around the base. Throw more Bugbait on the roof above and behind you, pass the upturned open container and take health, then ascend the steps to the red Nova Prospekt sign; more enemies are here.



Use Bugbait on them, then bring out your Rocket Launcher as three Gunships appear in the skies. Keep moving, use the Infinite Ammo Crate to replenish your rocket supply, and corkscrew rockets into each Gunship, taking them down one at a time. Maneuver around the entrance yard if you wish, avoiding their ordnance until all are destroyed.



Once the Gunships are taken out, look for the hole in the wall and the fire behind it. Switch the fire off at the faucet and step through, around a series of pipes and another small fire, then to the entrance to the interior of the Nova Prospekt prison. Here you'll finally rendezvous with Alyx and secure the future of Eli Vance...and humanity!

CHAPTER 9:
NOVA PROSPEKT

Inventory Pick-Ups
Sentry Gun (hostile)

Friendly Encounters	Hostile Encounters
Antlion	Headcrab
Alyx Vance	Sentry Gun
	Barnacle
	Fast Headcrab
	Antlion Guard
	Combine Soldier
	Manhack
	Dr. Breen (via video feed)
	Stalker (via video feed)
	Combine Elite (via video feed)
	Poison Headcrab
	Poison Zombie
	Zombie

* Indicates first exposure to entity

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PART 1: CELLBLOCK A LEVEL



Enter the cellblock, move to the end, turn and head down the stairs, and look for the hole in the left wall. Use your Crowbar on a Headcrab. Clamber through the hole and through a command room, following the "exit" sign until you see two Sentry Guns behind a barred gate. Knock over the guns as Antlions prowl the area, then head up the stairs until you cannot go any further.



Head over the mesh fence, past a second gated corridor (two more Sentry Guns can be toppled), to Cellblock A3. Pass by the command room, or head inside for supplies. Here you can optionally check the cameras on the monitor, where the image of a suited man appears. Head out down the corridor, looking for a new stairwell to climb up.

G-MAN ABOUT TOWN LOCATION #10:
At a side window, near double doors, viewed on the monitor.



After checking the cells for goods, head into the cellblock and out of the open gate at the far end. Head to two Sentry Guns, knocking them over, and go through the door behind them. This leads to a waterlogged area. Wade through, watching for Barnacles, or leap across the tanks on the left, halfway down the initial steps. Exit via the gantry platform.



Head up through the hole in the ceiling and turn to face a deluge of Fast Headcrabs. Defeat them and move into a three-floor prison area. Head upward, but fire scenery at the Sentry Guns to topple them. Stop at the double doors (where you spotted the G-Man) and Crowbar the wood on the window to the left. Head inside for some supplies, then out again, and up to a storeroom.

PART 2: SHOWERS AND INTERROGATION CHAMBERS



Crowbar a Headcrab, and run down the corridor with the mesh wall on your right. Drop down into the showers, arming yourself with the Gravity Gun, and begin a fierce battle with an Antlion Guard. Avoid its charge and fire scenery at the beast's head. Shotgun blasts are also advised. After the battle, clear debris from the double doors.



Head through, switch to Bugbait, and summon Antlions from the holes in the ground. Move up the steps to the interrogation chamber and throw Bugbait so the Antlions attack the Combine in this area. Move forward along the left wall, and knock a Sentry Gun over (pick up a barrel as cover). Finish off the Combine in this zone, then move to the side entrance.



Throw Bugbait in the secondary cellblock, and follow up the Antlions by shooting the remaining Combine forces. Unplug the force field, and at the small security room next to the torture chair, flick the switch to unlock the door, and head upstairs to the command room. Use Antlions to trip the laser wire, then engage Combine in combat up here.



Hit the switch to open the last gate downstairs near the Sentry Gun and backtrack here, knocking over the Sentry Gun beyond the gate, then doing the same with the guns beyond the force field. Crush the Combine Soldiers in the area. Once the area is secured, find the low duct entrance on the far wall and crawl inside, heading to a spinning fan.



Jam the fan mechanism with a shovel or bucket, crawl through to the duct exit, blast a foe, then unhook the plug from the wall, allowing your Antlions to follow you to the next section of the prison. Check the area for supplies before you continue. Fully replenish your health and ammunition before tackling the Cellblock B level.

PART 3: CELLBLOCK B LEVEL



Throw Bugbait to the top of the stairs, follow your friends up, then step to the left as they engage Combine forces. Throw Bugbait to the balcony on the upper right to finish another foe, and keep squeezing the bait so reinforcements arrive. Step out, throw bait so the Antlion trips the laser wire ahead, and throw bait into the turret gun to incapacitate the gunner.

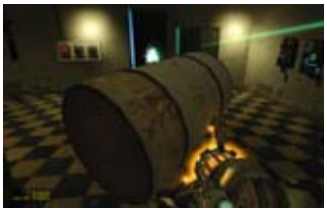
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Defeat the gunner, then head right into a side chamber. Right again is a corridor. Step through and sidestep right, out of range of the two Sentry Guns at the far end, then move and knock them over, turn right and head up the stairs, and engage Manhacks. Optionally use them as a chainsaw, churning into Combine Soldier flesh at the balcony corner.



Head around the corner toward the turret gun you just avoided. More Combine are here, so use a barrel as cover, race to the balcony middle, and sidestep into a cell. Now throw Bugbait and slaughter the Soldiers, dash up the stairs, and secure the area. Turn around and continue along the upper platform. Head left, into another side area.



Round the corner and lob a Grenade to flush three Soldiers out. Defeat them all, then move around this corridor to the right, back to the main upper platform, and engage a set of Soldiers in the command room across the small bridge. Use a barrel as cover, force yourself forward, and slam the door shut to remove the Sentry Gun threat. Then drop all foes.



Use the monitor to look at pictures of tortured corpses (Stalkers) and the rooms ahead. Then resupply and head out of the command room. You may have to take out additional Soldiers during this time. Check the entire area for crates and then summon more Antlions, moving down the corridor away from where the Sentry Gun was positioned.

PART 4: LAUNDRY FACILITIES



Summon your team of Antlions and throw them at the Combine behind cover. Then step through the corridor with the two Sentry Guns at the far end, sidestep right so you aren't hit by them, and move along the parallel corridor. Neutralize a laser mine, then open the door behind the Sentry Guns, knock them over, and summon your friends.



Enter the large laundry room area, tossing Bugbait at foes you can see while you remain on the room's left rim, tackling foes and knocking over the Sentry Gun at the far end. Finish up combat by defeating remaining Soldiers on the upper balconies, and ensure all enemies are defeated before inspecting the side ground passage for supplies and a Poison Zombie.



Head up the laundry steps, go through the exit door, and lob Bugbait at more troops. Head down the corridor, turning right, and mix your attacks with Bugbait and Pulse Rifle shots. Bring down foes in the corridor and in the storage room to the left, then step through to the kitchen area, lighting the gas to create a firestorm in that room. Optionally enter and knock the Sentry Guns over.



Leave via the hole in the kitchen wall, watching for laser wire, and train your SMG Grenade on the entrance ahead. Drop the incoming Guards, then run up the steps. Go left and up more steps into a command room, and defeat two Soldiers up here. Resupply, then locate the broken window, jump through, and land in the wreckage of the cafeteria area.



A squad of Soldiers is brutally massacred by an Antlion Guard. Wait until combat is over, then attack the beast with Shotgun blasts, scenery, and explosive barrels. Once it's defeated, head to the rubble on the room's far side and crawl through the open gates, collecting any supplies you find. Then head toward a large Combine wall.



Move down the dilapidated steps, striking down a Zombie, then use your Gravity Gun to move a crate or other piece of scenery under an opening above, opposite the crushing wall. Quickly leap onto the crate and into the opening before you're crushed. Then drop down the flaming rubble, striking a Headcrab and heading toward a female figure.

CHAPTER 10:
ENTANGLEMENT



Inventory Pick-Ups
Sentry Gun (hostile), Sentry Gun (friendly)*

Friendly Encounters	Hostile Encounters
Alyx Vance	Combine Soldier
Dr. Eli Vance	Manhack
Dr. Judith Mossman?	Headcrab
	Fast Headcrab
	Zombie
	Barnacle
	Combine Elite*

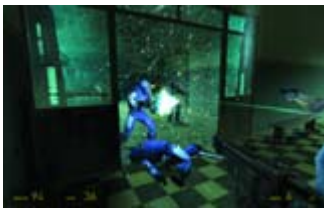
* Indicates first exposure to entity

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PART 1: NOVA PROSPEKT CELLBLOCKS



Head under the balcony and along the duct under the tracks. Watch Alyx take down a guard, then follow her through the door and into an elevator. Ride it up with her to the next floor, step out, and engage a trio of Soldiers; use fast-firing weapons and Grenades. Defend Alyx while dropping them and a second couple of foes in the hole on the left wall.



Alyx uses the computer terminal to find the pod containing her father. Check the adjacent corridor for supplies, then follow Alyx as she disables an energy wall, runs along a corridor and up the stairs, and begins to battle another group of enemies at a second energy wall. Make sure Alyx isn't wounded during this confrontation. She opens up the second wall.



Stand so you and Alyx are shooting from two different directions, creating crossfire, for best results. Once the battle is over, Alyx rushes down another corridor, to a side door on the right (check other doorways for supplies), and brings up her imprisoned father. She sends her father to the teleportation room. Now you must both search for Dr. Mossman.



After Alyx hacks a door, step through and maneuver through the debris-filled corridor to the first command room as Alyx chats with you. Check the corridor area for side rooms with supplies, then use the Gravity Gun to remove two bookcases, which reveal a hidden duct behind them. Open and crawl through the duct, using a Crowbar on the Headcrabs inside.



At the other end of the duct, throw a Grenade or shoot scenery at the laser wires to trip them, Crowbar the Headcrabs, and drop down, optionally throwing a Grenade up and through an open window on the right, knocking over two Sentry Guns in the next room. Then maneuver around the opposite corner into a second command room. Combine are incoming!



Step into the room with large pipes on the left and a gate to the right. Combine and two Sentry Guns are through the gate, so coax Soldiers out into the darkened room and dispatch them, making sure they don't surround you. Locate the narrow passage through the gate, and lob a Grenade around the corner to drop two more waiting foes.



Enter a small L-shaped room and blast the foes inside, then use Grenades to dislodge the plug and disperse the energy wall. Move to where the plug is, and lob another Grenade around the corner to topple a Sentry Gun. Step around into the long corridor where you toppled two Sentry Guns previously. If they aren't neutralized, use Grenade throws.

PART 2: NOVA PROSPEKT COMMAND SECURITY POST



Walk to the gate, checking for supplies, walk to another gate, then walk up steps to the first security post. Drop two foes inside here, and follow Alyx's instructions. Take (don't use the Gravity Gun) two Sentry Guns, and position them in one of four places: at a 45-degree angle covering the top of the left or right steps, or overlooking the left or right side of the command post.

SENTRY GUN: ACQUIRED!



Soldiers pour in from the lower level to the left and right. Stay back and manage both Sentry Guns. If you hear one firing, step to it and watch it drop foes, and follow up with your own fire if need be. During the combat, the guns bleep when they are toppled by charging foes or Manhacks. Right the Sentry Guns, then blast the enemies responsible.



Keep this up for a couple of minutes until all foes (including ones atop balconies opposite) are defeated. Alyx joins you, hacking into the computer, and uncovers a shocking double-cross! Once she drops the energy wall, optionally take a Sentry Gun with you (for a confrontation to come), and head left, down a corridor to a door.



Fire the Sentry Gun at the base of the stairs, hack Headcrabs apart, then enter the long waterlogged room. Blast the Sentry Gun all the way to the end, then drop onto a pipe and jump across to the walkway opposite (watch for a Barnacle and Headcrabs). At the water's edge, use the Gravity Gun to position blue barrels as stepping stones.

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Stay out of the water so you aren't electrocuted, and leap from a barrel to the steps, collect the Sentry Gun, and enter the room of Zombies, stepping back and dropping them from safety. Collect supplies, and ascend the stairwell, shoving boxes away, and move across to a second security post. Inspect the command room for goods first.



Then move to the left balcony, shoot the Combine on the cellblock platforms, then drop down to ground level, and set up the four Sentry Guns (three, plus the one you carried). The optimum position is in two L shapes on the right side of the cellblock, so each set of two guns points at 90 degree angles, cutting off incoming foes in all directions.



Dash between the two sets of guns, making sure they aren't moved by enemy Grenades or Manhacks, and offer fire support for a few minutes as you're attacked by waves of enemies. Keep the assault going until Alyx joins you, then replenish your health and supplies before following her down the steps to a darkened storage corridor.

PART 3: | NOVA PROSPEKT TELEPORTATION CHAMBER



The Combine kill the lights, so switch your Flashlight on, arm yourself with the Pulse Rifle, and take the fight to the eight or so foes in this chamber, sidestepping into cover to avoid fire. After combat, check for goods then ascend the steps, following Alyx as she hacks various terminals and eventually tracks down Mossman. The ensuing argument isn't pretty!



After the altercation, step into the teleportation chamber as Eli arrives and is kidnapped by Mossman, while you and Alyx have to fend off more Combine forces. Place three Sentry Guns: drop the first in the far left corner (from the teleport), facing the door. Place the second just left of the teleport, facing the steps and another door.



Place the third to the right of the teleport, facing the final door. Then repel the enemies, using your weapons and keeping the Sentry Guns upright until the teleport powers back up again (check the floor energy bank to see it filling up). Step into the teleport when Alyx shouts to you, and ride the device out from Nova Prospekt just as the Combine Elite arrive....

CHAPTER 11:

ANTICITIZEN ONE



Inventory Pick-Ups
Sentry Gun turrets (hostile), Hoppers*

Friendly Encounters	Hostile Encounters
Alyx Vance	Combine Soldier
Dr. Isaac Kleiner	Combine APC
Dog	Combine Dropship
Barney Calhoun (via video screen)	Scanner Type II*
Resistance Citizen	Metro Cop
Resistance Citizen (squad)	Strider
	Headcrab
	Zombie
	Sentry Gun turret (hostile)
	Manhack
	Zombie Torso
	Fast Headcrab
	Fast Zombie
	Combine Elite
	Dr. Breen (via video screen)

* Indicates first exposure to entity

PART 1: | SLIDE THOROUGHFARE



Kleiner greets you at his base. It's been a week since you teleported (very slowly), and an offensive has kicked off against the Combine. After you chat with Barney, your plan is to reach the Citadel itself. Head out of the laboratory with Dog at your heels, drop down the elevator shaft after collecting the supplies scattered about, and head out into the alley.



Follow at a safe distance and watch as Dog engages the Combine and an APC. Demolishing an enemy squad, Dog moves to the Combine checkpoint and wrenches it open. Step through, then look back as Dog attacks a Dropship and disappears from view.



Hop over the mesh fence, into a small foyer (check behind the hole in the right wall for a G-Man location), then head over the rubble through the corridor, and back into the playground area you visited at the start of your adventure. Turn right, and watch as a resistance citizen takes out a bulbous scanner device in a small explosion. Hurry on your way.

G-MAN ABOUT TOWN LOCATION #11:
On a television resting on rubble in an alcove on the right, inside the tenement block.



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PART 2: STREET WAR: MAIN PLAZA AND TENEMENT ALLEYWAYS



Follow the path back to the main plaza you visited earlier, and rendezvous with a group of resistance citizens, who demolish a giant screen. You can order them in a squad. A small Combine door opens; defeat the Metro Cops. Check the area for supplies, then follow the route beyond the doors to an area saturated with Hoppers. Use the Gravity Gun to deactivate and throw these devices.

G-MAN ABOUT TOWN LOCATION #12:
Flickering for a brief moment on the large video screen the resistance citizen pulls down.



Drop through the hole, then go through a wooden hut and out to a connecting passage to the main street. Head left, optionally shooting the Scanners so they drop batteries. Pick up and destroy Hoppers, and shoot the Combine in the water tower as you advance up the cobblestone street. Watch for more Hoppers as you turn right, into a tenement corridor.



Check the windows for enemies, punting barrels or Hoppers at them, check the area for goods, then head down the steps (watch for explosive barrels on the right), and into a small courtyard. Destroy the small squad of Cops (usually with aimed SMG fire or Hoppers), resupply, and enter the tenement block via the entrance in the left wall.

PART 3: STREET WAR: COMBINE BARRICADE



Head up the tenement stairs for an apartment with ammo and a Zombie incursion, then backtrack down to street level, cross under the overpass, and enter the building via the basement steps. Inside is a storeroom with supplies, and steps up to a series of rooms containing Metro Cops. Defeat them, then drop down the hole in the corner overlooking the street.



Drop down after you knock over the Sentry Gun below you. Dash across to the hole in the building opposite, dropping a Cop and deactivating Hoppers as you climb steps, tackling another Cop, then looking for a hole to drop down. This leads you outside, where a foe needs tagging up on the outside tenement block opposite. Turn right, and engage the Cops.



Rush to the checkpoint and optionally open the doors if your squad is behind them, replenish your health, and move up along the balcony and into the yellow tenement block, systematically working your way down the inside corridor, defeating Cops in each room. Move down the steps to the next floor, and continue the battle, rolling in Grenades.



Use Grenades and fast-firing weapons to shoot Cops and Manhacks, then descend again to a basement area, making sure you check the location of Sentry Guns so you can quickly knock them over before they wound you or your team. Drop through the hole after collecting supplies, exit up to street level, and grab more goods using your Gravity Gun at the gate.

PART 4: STREET WAR: UNDERPASS TUNNELS



Follow the passage down to a long tunnel, and jog down it until you're attacked by a swarm of Manhacks. Stay against the wall and blast each Manhack into a wall or another Manhack using your Gravity Gun. Move to the other end, through a gate, and into a second tunnel, defeating more Manhacks as they crash in through windows on the right.



Continue down the tunnel, using the central columns as cover and blasting Cops and two foes behind turret guns, then commandeer the guns and defeat incoming Manhacks and more Cops. Continue firing until all enemies at the far end of this tunnel section are defeated, then wait for resistance forces to blow open an entrance to the subsequent section.



Enter the quagmire of radioactive sludge, and leap from car roof to spindle, then to the cement floor in the middle of the tunnel. Blast the Zombies that appear, then either use your Gravity Gun to move scenery to stand on, or leap onto vehicle roofs and locate the pipes on the left wall, near a car. Jump on them, up to a duct, and down into a passage.

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PART 5: STREET WAR: TENEMENT BATTLE



Head down the passage, open the door to let your team through, and climb the stairs to street level. Engage in combat with some friends and Fast Headcrabs, then move into the tenement block entrance. Head left into the maze of rooms, go up the steps, and take out more Headcrabs. Dart through the rooms, checking at a kitchen for supplies.



Look for a hole in the floor, drop down onto supplies, locate another room with two citizens huddled together, check their kitchen for goods, then go down and out into the middle of the courtyard. Wait for the door on the right to unlock and charge inside, moving as far up the staircase as you can, taking out enemies as you go. A room halfway up holds supplies.



At the top of the stairs, shoot the Combine and dash across a drawbridge to the building opposite, move to a wrecked stairwell, and ascend, all the while repelling the enemy menace. Enter the doorway, avoiding Fast Headcrabs, and battle through the undulating rubble, blasting a Fast Headcrab. Down at the base of this rubble is the exit out to a hallway and large crate collection.



Step out into the second part of the tenement grounds, checking the roof for foes, and engage the enemies across from you. Battle into the building, shooting Combine and Headcrabs as you ascend all the way up to a resistance hold point, and supplies. Check the building left and ahead of you at the foot of a drawbridge. Blast the foes hiding in these areas.



Lower the bridge and dash across to the opposite rooftop, and charge into the doorway, blasting Combine as fast as you can. Drop down the holes in the floors, firing at more foes, and look for a hole in the walls to lob Grenades. Wind through the burned-out rooms, then turn right, climb up some steps, and avoid the Barnacles stuck to the ceilings.



Drop through the hole out on this upper level, to the side corridor where a Fast Headcrab and Combine Soldier are battling. Defeat them both, then rush to a massive melee combat in a room below, waiting until there are fewer foes to face, then finish them all off. Drop into the rubble-strewn basement and head down the steps to a hidden crate stash.



Collect the supplies, then backtrack to steps heading up to an intact corridor, but search for a wooden chamber with a floor missing. Sentry Guns are dropping a Zombie horde, so wait for combat to end, drop down, and knock both guns over. Then wait for the door to open, as Alyx finally manages to rendezvous with you. Follow her into the corridors.

PART 6: STREET WARS: GENERATOR PLAZA



Move through the corridors, dropping Combine, and head into a living room where you must defeat more soldiers. Check remaining corridors for foes and supplies, then head downstairs, blasting more foes, and go into a Combine command center. Catch the remaining enemies in a crossfire with Alyx, and wait for her to hack the terminal.



As your squad appears, Alyx formulates a plan. Head outside, and as Alyx hacks the terminal in the center of the courtyard, you must stand guard until you hear her say "That's it! The core is exposed!" As soon as she shouts this, move to her location near the Combine wall, and use the Gravity Gun to shoot the core out of the generator, opening the area up.



Until this happens, you must deal with the Combine threat. As you exit, shoot the soldier on the watchtower, and turn around. Above your street exit is a balcony where enemies occasionally appear and release Manhacks. Train your weapons there. However, most of your problems stem from the two long streets on either side of the center.



Dropships land at the far end of the streets one after the other, depositing foes. Prior to the first arriving, drop Hoppers near the debris in the streets so the first enemies are caught by them, then use all your arsenal, including Grenades and rockets, to repel the forces as they encroach on the central triangular courtyard. Keep this up until Alyx succeeds in her task.

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With Miss Vance opening the wall, move across to the remains of a bridge, and part company with her. Head down into the dry canal base, checking the area for supplies, and journey into the stone passage under the bridge, ending in a metal gate. Open it, and drop down to a second gate. Use your Gravity Gun to remove a bar from this gate, and step through.

CHAPTER 12:
"FOLLOW FREEMAN!"

Inventory Pick-Ups
Sentry Gun turrets (hostile), Hoppers*

Friendly Encounters	Hostile Encounters
Resistance Citizen	Manhack
Resistance Citizen (squad)	Combine Soldier
Barney Calhoun	Zombie
Dog	Poison Zombie
	Headcrab
	Barnacle
	Combine Elite
	Poison Zombie
	Fast Headcrab
	Fast Zombie
	Combine Gunship
	Sentry Turret
	Ground Turret*
	Strider
	Combine APC
	Scanner Type II

* Indicates first exposure to entity

PART 1: STREET WAR: SEWERS AND INDUSTRIAL PLANT



Step into a corridor with Manhacks buzzing about, use the debris on the right to ascend to the pipes and move across them, swatting Manhacks away. Head into a duct, out the other side, and drop down past the gate. Attack more Manhacks, check the dead end to the left for supplies, then suck the crates from the upper ledge for further goods. Move right to the steps.



Drop the enemy Soldiers above you, then drop down the hole in the stairs, kill a Zombie, and descend to the exit, defeating two more Soldiers. Optionally check the ledge under the stairs for supplies. Head inside the passage, go through a side door, defeat a Headcrab, and use the Gravity Gun to maneuver the metal bar off the doors to gain access down the passage.



Enter the sewer system, slaying a Combine Soldier at close range, and watch down below as Zombies and Soldiers begin a fracas. Move along the slippery floor, optionally heading straight down the corridor (watch the Barnacle at the junction), turn right and watch a Soldier as he's strangled and pulled up into a Barnacle's maw. Check the dead end for goods.



Smash the wooden strut for goods and Headcrabs, then backtrack (watch that Barnacle!) to the junction, head into the sewer and tackle all foes. Check the area for supplies, and head into the side passage, over some pipes, and check two hidden alcoves for goods; watch the Poison Zombie that appears! Return to the ladder in the side passage and ascend.



Slay Headcrabs as you proceed along the side of the sewer wall to the entrance of an industrial plant. Defeat more Headcrabs, pick up further ammunition, and enter the facility, checking an alcove for Magnum rounds. Jump up to the gantry and move around until you spot a red shed, head for that as the gantry collapses slightly, and dive inside the shed.



Flick the switch, and shoot the Soldiers from long range as the cargo platform slowly moves to your location. Remove the explosive barrels from the platform, flick the switch again, and ride the platform up, blasting more Soldiers on the upper levels of this facility. Hop off at the top, and locate the ladder leading to a set of white pipes. Cross these pipes.



Proceed to the top of the facility as the glass roof smashes and Combine Elite rappel down. Shoot them with accurate headshots, locating another ladder and reaching the top of the structure, allowing easier firing at the Elite. Then descend to the platform across to the opposite side, onto the area next to the red shed.



Remove the Hopper before you drop down, check the corner around from the red shed for more goods, then enter the stairwell and descend, removing more Hoppers. At the base of the steps you're greeted by a resistance citizen. Step out and turn right.

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PART 2: STREET WAR: SNIPER ALLEYS



Turning right, go under the Combine wall, and grab supplies, but get out quickly so you aren't crushed. Sprint and use cover to dodge the Sniper at the street's far end. Dash to the foot of his building, lob in a Grenade to silence him, and collect the nearby supplies. Move to the side street and lob an SMG Grenade at the foe at the area's far end.



Gather a couple of friends and some supplies, enter the blue side door, and battle Zombies down to a waterlogged basement where a wounded citizen lies. Stay on the small dry cubbyhole and blast incoming Fast Zombies and Zombies, then move out of the basement and up the stairs, and optionally open the door to let in any team members from the other side.



Continue up to the exterior floors of the wrecked building, shooting Zombies, crouching, watching for blue Sniper lasers, following the line back to the building, then lobbing Grenades to flush each Sniper out. Continue this tactic all the way to the top of the building, where Barney Calhoun awaits. Use the green cabinet as cover.



Carry the cabinet to the far end of the roof area, deal with the final Sniper, and then follow Barney down the building, across the rubble, and along street level to a Combine gate. Barney opens the gate for you and your remaining team. Move through, re-supplying at the crate, and blast the Headcrab in the enclosed corridor beyond.

PART 3: STREET WAR: SUPPRESSOR ASSAULT (EXTERIOR)



Step out of the corridor into a courtyard, and lob a Grenade at the Sentry Gun atop the steps. Blast the incoming Soldiers, then climb the steps and cross the corridor overlooking the large courtyard. After Barney hacks the doors, descend, watching for Hoppers and another Sentry Gun, and step out into the courtyard itself, as a blast of terrifying intensity explodes near you.



Wind through the courtyard, sprinting away from an area that lights up before the blast hits the ground, and head into the building via the left side door at the far end. Defeat the two Soldiers inside, then dash across the courtyard grass, in and out the bunker, and lob SMG Grenades into the Soldiers coming out of the building ahead.



Defeat the Soldiers, unlock the prisoners inside the building, and charge out to the steps of the large domed building, engaging Combine Soldiers and Elite until all foes are neutralized. Move to the small energy wall at the building's far left corner, suck the plug off the wall to deactivate it, and climb the steps, entering the building itself.

PART 4: STREET WAR: SUPPRESSOR ASSAULT (INTERIOR)



Tool up at the gun rack, and at the first ground turret, roll a Grenade into the gap the turret exposes once it activates to destroy it. Barney deactivates the door. Run across the main foyer as enemies swarm your location. Head for the door with the exit sign, defeating foes as you go. Head through the only available exit, neutralizing another turret.



Follow the darkened corridor around, blasting more Soldiers until Barney reaches a terminal and unlocks a group of prisoners. Head upstairs, deactivate two ground turrets, step into the room with the generator, and suck the Energy Orb out. Return to the steps, and shoot the Combine reinforcements coming up to ambush you. Then head left, over the bridge.



Dash across the bridge, heading straight to another ground turret, destroy it and collect the supplies, then enter the chamber with the laser wires. Trip any of these and wall turrets kill you, so nimbly maneuver up onto the Combine machinery, moving through the room, ducking under another laser wire, up onto a pipe, and finally to a door release.



Optionally place a Hopper at the entrance to the room with the laser wire. Once the door is unlocked, dash down the corridor, turn right, and suck another Orb out of a generator. Then repel more Combine forces and return to the room with the machinery in it. The laser wire is deactivated, but there are more foes to defeat at the doorways. Drop them all.

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Head from the machinery room to the main balcony, defeating enemies along the way, and head down and up the steps to the opposite side. Follow the corridor to a chamber that seals behind you. Shoot foes through the hole in the opposite wall, claim supplies, set up Hoppers in front of each of the doors opposite each other, so they explode when the Combine charge in.



Face the opposite door and wait for it to open, then blast the incoming troops. Once you've replenished your supplies, exit via the far doorway, sprint through ground turret sensors and destroy them, then head into the final generator room. Suck out the Energy Orb, shutting down the compressor entirely. Return to the main foyer, and begin a fierce gun fight.



Head through the exit doorway into a dark passage, deactivating Hoppers and finishing off Combine forces as you go. Barney opens up the stairs to the roof, and you can pick up an RPG Launcher as you ascend. Halfway up the stairs, cut down a couple of Combine Soldiers, and continue up onto the museum while Barney remains behind.

PART 5: STREET WAR: MUSEUM ROOF AND SKYBRIDGE



Enter the roof, telling your team to move forward and diminish the Combine threat; back them up by defeating any nearby Soldiers, then look up for a Gunship and corkscrew in rockets to destroy it completely. Once destroyed, move to the Combine gate in the middle of the roof area, and wait for Barney to override it. A Dropship deposits troops at this point.



When the gate opens, repel the Combine forces and quickly move up the steps and to the skybridge, tagging a foe on a watchtower. Use rockets to blow away any enemies coming across the bridge, and once clear, dash across yourself, and lob an SMG Grenade to clear the next room. Drop down the rubble-filled stairwell, all the way to ground level.

PART 6: STREET WAR: MUSEUM COURTYARD STRIDER BATTLE



Gather RPG ammunition and step back into the large courtyard, use cover and avoid the Striders' giant nozzle cannon, and corkscrew rockets into the nearest Strider to destroy it. Then move across the museum steps to the hole in the ground, step down into the small tunnel opening, collecting supplies, and poke your head out the other side.



Repeat the RPG rocket firing plan on two more Striders as you weave through the grassy courtyard and into the bunkers, using them to resupply and hide. Then dash across to the far side of the area, hug the buildings, and watch for a supply drop and an enemy strike. Move toward the upturned container, and defeat another Strider as you go.



Dash across to an APC and a group of Soldiers, and defeat all of them, then either escape via the stairs or step back and check the courtyard in case you want to fire off more rockets and take down any remaining Striders you missed. Descend the steps to a large tunnel with an empty road running through it. Immediately sprint to the right.

PART 7: STREET WAR: STRIDER PATROL



Sprint along the road as a Strider smashes through a wall behind you and engages you with its weaponry. You die if you remain in the open, so dash left, tackling a foe, and move into a parking structure. Move along to the far end of the chamber, blasting Soldiers appearing from the doorway, and work up through the small barricades.



Watch for foes lobbing Grenades (back out, then return fire) and Scanners blinding you as you move up through the parking structure to the demolished roof area. Shoot the Soldier on the opposite wall, and wait for the Strider to fire its main cannon, which demolishes part of the wall and allows you to walk up a collapsed beam and across to the exit hole.

PART 8: STREET WAR: FINAL STAND



Enter the corridor, collecting supplies, and hack your way through the wooden planks and out to a citizen. Move down into a darkened parking lot, and destroy a group of guards and a few Elite as you reach the exit, having taken a U-shaped path. Pick up supplies, race up the rubble, turn left under the road, and charge into a storefront, hiding from Strider fire.

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Step out, head right, hide in a storefront alcove as a second Strider passes, move into the road, drop down into another parking structure, wait for the ground to shake, clamber up, and engage a group of Soldiers. Look for supplies, then maneuver up the slope to a series of ruined buildings. Use quick bursts of fire and Grenades to drop Soldiers on upper areas.



Move through the ruins to a stairwell, dropping foes on the upper ruined roof, then climb the steps to this level, and grab the supplies before a Strider blasts the entire area. Drop down and continue forward, and engage more Soldiers until a Strider demolishes this portion of the building, allowing you to move forward, across the flaming rubble.



Check a small central chamber to the left for supplies, then climb the rubble, shooting more Elite Soldiers as you reach a ruined foyer and elevator bank. Here you can resupply, then climb up the steps to the top of the building. Three Striders prowl the roads outside the building, and all must be defeated. Use the steps and the Infinite Ammo Crate as cover.



Replenish rockets from the crate, then corkscrew in rockets, aiming at the first Strider until it falls. Then move to the next Strider and demolish it. Return to the elevator foyer for extra health and ammunition, then ascend again and finish off the third Strider. Once the entire area is devoid of Striders, the Street War tide begins to turn. Stay on this upper area.



Look for a beam to walk across from the Infinite Ammo Crate area to the outside of the building, then drop down to the street below, turn right, and follow citizens into the square, where you spot Dog and Barney. Dog lifts the giant Combine wall, allowing you access into a hole, which leads to the Citadel itself. The perimeter has been breached!

CHAPTER 13:

"OUR BENEFACTORS"

Inventory Pick-Ups
Zero Point Energy Field Manipulator (Gravity Gun; Organic)
Energy Orb

Friendly Encounters	Hostile Encounters
None	Headcrab
	Scanner
	Stalker*
	Combine Solder
	Combine Dropship
	Strider
	Dr. Breen (via video screen)
	Combine Elite
	Manhack
	Crab Synth*
	Mortar Synth*

* Indicates first exposure to entity

PART 1: THE CITADEL INFILTRATION



Move along the tunnel to the end, picking up supplies, then slide down the rock face to the narrow ledge. Follow this down, swiping at a Headcrab, and locate the metal bar. Move to the edge of the bar, leap to the Combine mechanism moving up and down, leap to a second mechanism, and land on the outer portion of the Citadel itself. Enter the doorway.



Follow the obsidian corridor throughout this alien structure, avoiding a drop into the chasm, and slowly move along until you locate a pod-cleansing structure zapping an empty sarcophagus. Drop down to the bridge, locate the pod conveyor belt, and enter a pod, making sure it swings left, rather than right (or you're fried by the cleanser).



The pod travels throughout the insides of the Combine Citadel, and you can watch Stalkers shamble about their work, giant walls of Dropships being built and repaired, squads of Striders lolloping out to deal with humanity's remnants, and other bizarrely terrifying occurrences. Eventually, you're deposited in a cleansing room, and stripped of weaponry.



Fortunately, the Gravity Gun isn't destroyed, but changed so it can be used on inorganic and organic matter. Test this out on the incoming Soldiers, sucking one in and "bowling" it at the others. Or, you can shoot them with your weapon. Move out to a series of corridors, ignoring Dr. Breen's rantings on the terminals throughout your dash.

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ZERO POINT ENERGY FIELD MANIPULATOR (ORGANIC): ACQUIRED!



Pause at any Combine recharger to replenish your health and armor, and continue until you reach a chamber with an Energy Orb conduit. Suck the Energy Orb out, and use it as an assault weapon on the Combine Elite nearby. Head to your first energy wall, suck the Energy Orb out of the conduit to remove the wall, and use Energy Orbs and your Gravity Gun on the enemies.

ENERGY ORB: ACQUIRED!



Continue through the Citadel, defeating foes until you reach a large elevator shaft. Immediately press the switch to call the elevator. As it slowly descends, wrench terminals and fire them at Soldiers, suck in scanners and fire them into white-hot conduits, and repel more Soldiers until you can step onto the elevator itself.



Ride the elevator up, using Energy Orbs to fire at foes in the various entrances you pass. Once the elevator stops, get out, demolish more foes, ignoring Breen's pleas again, and when you reach a long and gigantic inner corridor, rush forward, using a pod as cover, punting it into the incoming foes, then hiding behind a line of pods at the end of the corridor.



A Strider must be defeated; suck Energy Orbs from a nearby conduit and fire them at the beast's head until it topples over, then move across the bridge, ignore Breen on the giant screen, suck three Energy Orbs to remove the final energy wall, drop down, and strap yourself into another pod. This whisks you across a chamber with Crab and Mortar Synths, and up to the heavens.

CHAPTER 14: DARK ENERGY

Inventory Pick-Up
None

Friendly Encounters	Hostile Encounters
Alyx Vance	Combine Soldier
Dr. Eli Vance	Combine Elite
Dr. Judith Mossman	Dr. Wallace Breen
	Combine Advisor
	Combine Gunship

* Indicates first exposure to entity

PART 2: FINAL CONFRONTATION

Ride the pod to the top of the Citadel, where Mossman is waiting. She takes the Gravity Gun from you and walks to Breen's chamber, where Alyx and Eli are trapped. After some heartless waffling from Breen, Mossman decides to err on the side of good, stopping Breen's plans and freeing all of you. Breen flees to an elevator in the confusion.





Ride the elevator up to a large terminal where Breen is talking to his Combine masters. He spots you again and escapes into another elevator, but leaves the Gravity Gun; his mistake. Alyx operates the elevator, sending you to the base of the central spire. Breen is now encased in a giant glowing orb. You must ascend to the top of the spire faster than Breen!



Begin by moving along the structure's right side, over a giant piston arm in the corner, up a ramp, and defeat Combine forces. Then deactivate Energy Orbs, firing them at foes, and proceed up and around to a small platform near the middle of the spire chamber. Continue to attack Combine Elite forces as you ascend.



Ride the platform into the middle spire section, refill your health and armor, locate the bridge to the outer area, crumple further Combine Elite threats, and step onto the reactor arm on the chamber's outskirts. Ride this up to the very top of the spire, where the final confrontation takes place! Shoot Energy Orbs at any Gunships you see, until they are destroyed.



Now aim at the central portion of the spire, where Breen's Energy Orb is ascending. It must be destroyed before it reaches the top of the spire! Shoot the reactor in the middle until metal doors appear to shield it. Shoot off a door, then time more Energy Orb shots so they pass through the gap you made in the door (so you don't have to destroy all the doors).



Keep this up until the reactor is destroyed, and the entire Citadel begins to implode. Time freezes. A gaunt man in a gray suit appears. He congratulates you on a job well done. He disappears into a door through time and space. Your adventure is over for the moment, until you face the aftermath your choices have caused. Everything fades to black.

G-MAN ABOUT TIME AND SPACE LOCATION #13:
At the top of the spire, stopping time and disappearing through space.

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HALF-LIFE® 2
EPISODE ONE



UNDUE ALARM

OVERVIEW

Rescued from the rubble by Eli Vance's daughter and her mechanical pet, you rendezvous by video uplink with your colleagues, who give you bad news. The Citadel is about to explode, and the only way to slow the process is to enter the core and stabilize it. This almost-impossible task is made more problematic because you must cross the rim of the Citadel; fortunately, Dog has a rough-and-ready plan. Once inside the Citadel, you must work your way through the gigantic canyon complex of black metal and sinewy pipes while the hated building's inhabitants begin to malfunction.

INVENTORY PICK-UP

- Zero Point Energy Field Manipulator (Inorganic)*
- Rollermine (Hacked)*

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance*
- Dog*
- Doctor Isaac Kleiner*
- Doctor Eli Vance*
- Rollermines (Hacked)*

ENTITY ENCOUNTER
HOSTILES

- Combine Dropship*
- Stalkers*
- Rollermines*
- Combine Soldiers*
- Combine Elites*

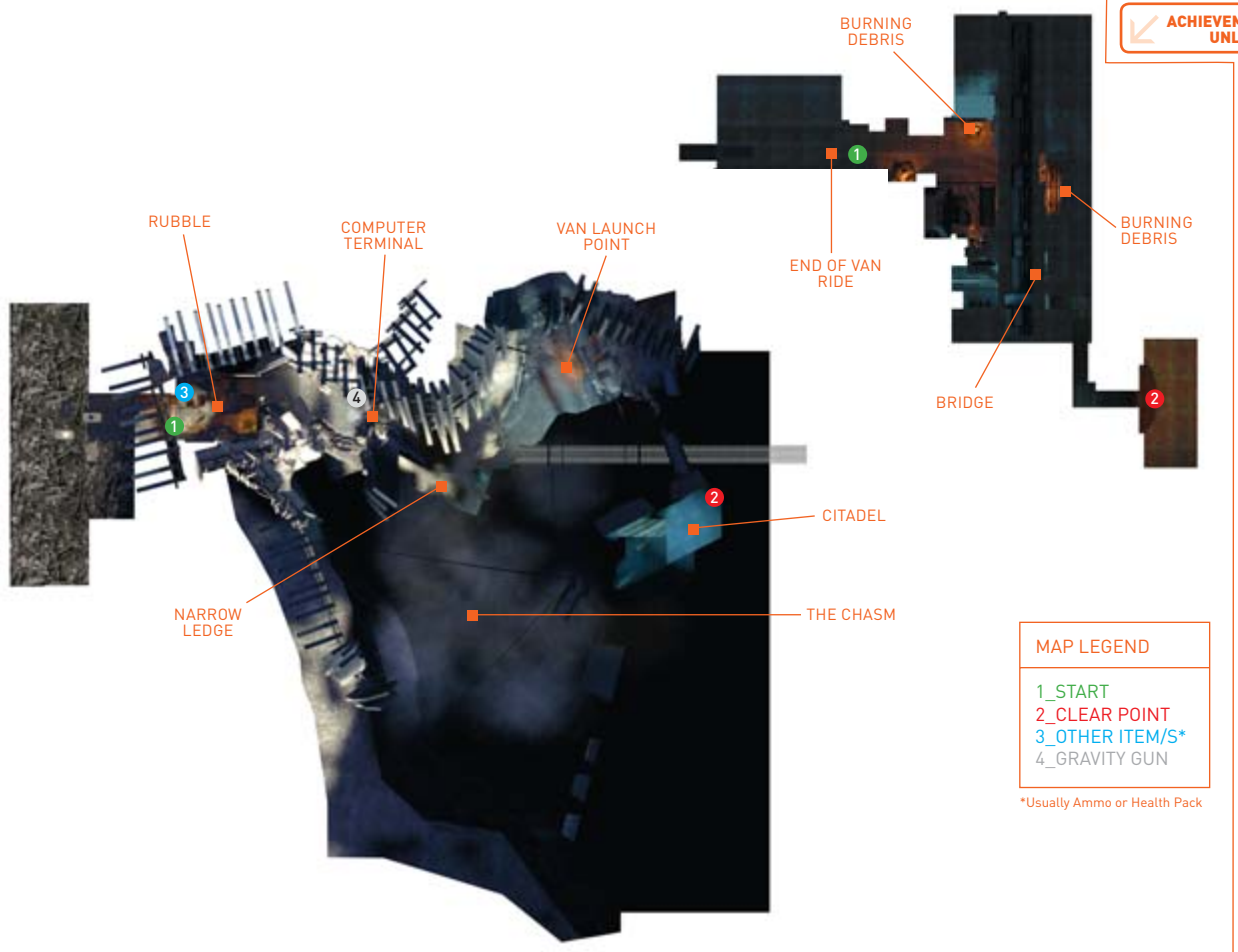
*** Indicates first exposure to entity**

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"ANYONE LEFT IN THE VICINITY WILL BE SUBJECTED TO ENERGETIC EVENTS WHOSE EFFECTS ARE BEYOND MY POWERS OF SPECULATION!"

MAP 1

CITADEL RIM AND CHASM SIDE






You hear the scraping of rock, along with mechanical whirring. Shafts of light pierce the void. A hulking mechanoid peers in at you. Dog's iris focuses, and he shifts the remaining rock from your resting place. Above Dog, a maelstrom gathers around the Citadel spire. You hear Alyx's voice: "Dog, I think I found something. Drop what you're doing and help me over here...." Alyx turns and looks up as Dog picks you out of the rubble and places you on the ground. "Dog, you found Gordon!" Alyx embraces you, then steps back, embarrassed.




Alyx spots something in Dog's paw. "Hey, the Gravity Gun! Go on, boy. Give it to Gordon." Step forward and take the Zero Point Energy Field Manipulator from Dog. "Dog's happy to see you," Alyx smiles, "I can tell!" They scramble up a rubble-filled embankment. This gives you a chance to look up at the Citadel, where a bright light emanates from the spire and an electrical storm is forming. The edifice is unstable.

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INVENTORY ADAPTATION
ZERO POINT ENERGY FIELD MANIPULATOR: INORGANIC (GRAVITY GUN)

Also known as the Physics Cannon and the Gravity Gun, the Manipulator is the most versatile, helpful, and devastating weapon you're likely to find. This is ideal because you have no other ordnance. Refer to the Weapons Detail section of this guide for more information.



Alyx instructs Dog to move to a monitor so they can check in with Alyx's father and your colleague, Doctor Eli Vance. As Alyx climbs the rock, her foothold gives way, trapping you at the base of the rubble. You need to find an alternate way to ascend.

Do not attempt to climb the wall after Alyx; your suit and the lack of grips make this impossible. Instead, proceed counterclockwise to a metal gate with planks of wood attached to it. Remove the wood with your Gravity Gun so the gate falls, creating a bridge.



Dog is waiting for you as you cross the bridge. Overhead, a Combine Dropship rumbles past carrying a troop transport. Run down to the field monitor where Alyx is attempting to raise Eli Vance. She tells Dog to fix the antenna, which he does, using his left paw to focus the signal.



ENTITY ENCOUNTER

COMBINE DROPSHIP



This is the first of two types of Combine Dropship you'll encounter in the Citadel. This one carries a large metal container with Combine Soldiers inside. Another variant ferries Striders, and neither is aggressive. Ignore them for the moment.



You can make out Eli; he's happy to see you, but the news is grim. Grab two Health Packs as Doctor Isaac Kleiner pushes into view.



ADDITIONAL INVESTIGATIONS

Kleiner's predictive synopsis continues: "Anyone left in the vicinity will be subjected to energetic events whose effects are beyond my powers of speculation. The manner in which these exceedingly rare quantum effects percolate up into the physical plane will be fascinating to witness–however, not at first hand. The ravages to cellular material are unimaginable. Although, I suppose we really should send a foray party for specimens at some point after the event...."





Eli tries to cut Kleiner off. "Oh dear, Eli, I'm sorry, but...surely there's no need for undue alarm? Alyx is well out harm's way by now." When Alyx tells the doctors where she is, they appear crestfallen. "Well, nothing short of a direct intervention in the core could possibly retard the reaction," offers Kleiner.

It is agreed. Your Hazard Suit can withstand the radiation of the core chamber. Alyx tells her father she won't take any unnecessary risks. "I love you, too, baby." Eli replies. "I'll be praying for you." The transmission ends. The aftermath begins.



Alyx moves toward the Citadel's rim. It's an almost bottomless abyss, but her way is blocked by Combine Gunship wreckage. Dog lifts up the craft's carcass, allowing her and you to crawl underneath. Alyx checks out the edge, and lets you go first.

Slowly drop to the narrow rock ledge below the edge of the outcrop, and proceed along it, under wreckage, punting away Combine Scanner parts. The ledge gives way in front of you. Stop, then jump the gap, move to the corner, and check that Alyx is following you.



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Follow the ledge to the left, crouching to crawl under a pipe, and shoot a car off the side of the cliff into the abyss. Stand up and move to firm ground, after which Alyx emerges and converses with Dog regarding a plan of attack. Dog throws a chunk of debris at the Citadel.







Although Alyx agrees with his sentiment, the gigantic gap between you and the Citadel must be overcome. Dog turns and bounds away over a junk pile. "I think Dog needs a few bolts tightened," Alyx remarks before she dives for cover; a van comes crashing at your feet.

Alyx realizes Dog's plan; to throw the van with you and Alyx into the Citadel. "Unless you have a better suggestion!" Alyx leans against Dog. "He is a robot. He's done the math." Dog opens the door for Alyx. "You did do the math, right?" Alyx asks Dog under her breath.



Dog squeezes Alyx tightly in a big hug, then she clambers into the driver's seat. "Get in the passenger side, Gordon," she asks you. Move around to the right side of the car, and press the Use button to get in. "Quickly before I change my mind!"



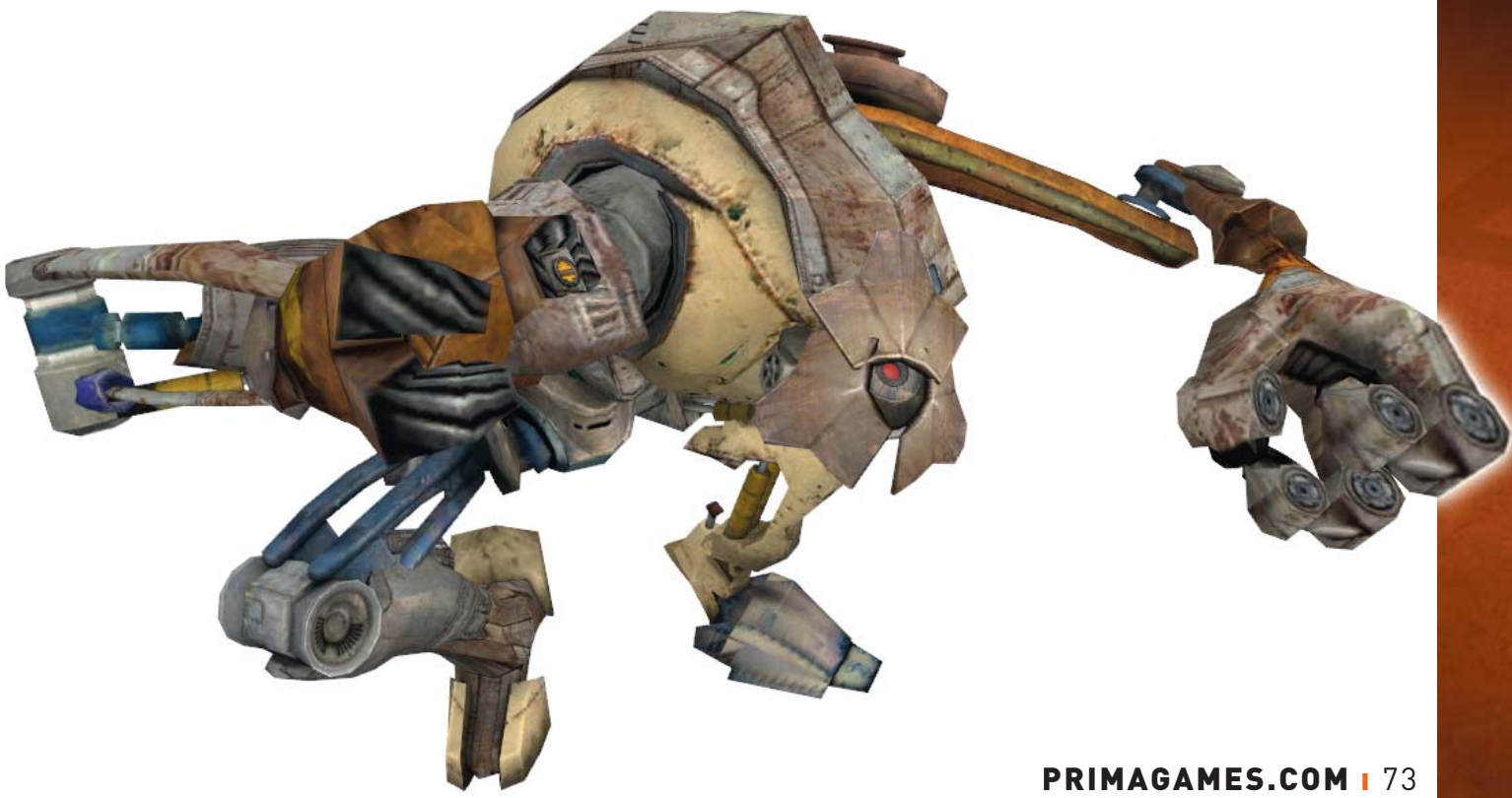
Dog lifts the van, it tilts toward the abyss, and for a moment you get a vertiginous view down the shaft, with a Razor train streaming along a track. Dog gathers power and hurls the van through the air across the gulf. The van crashes onto an air intake grating. Alyx lies back, stunned. "Good throw, Dog!"



The grating gives way and the van plunges down an airshaft. You're flying through vents and chutes, all the way into the deeper recesses of the Citadel. Eventually, the van stops. "Let's get out before the next ride starts!" says Alyx. Emerge, and head to the burning light.



There's a single path around the fire, through a series of jumbled masonry and rubble, over a collapsed tangle of metal, and to a small bridge. Take this bridge and turn left, making sure Alyx is following you. You're heading toward the Citadel's core.

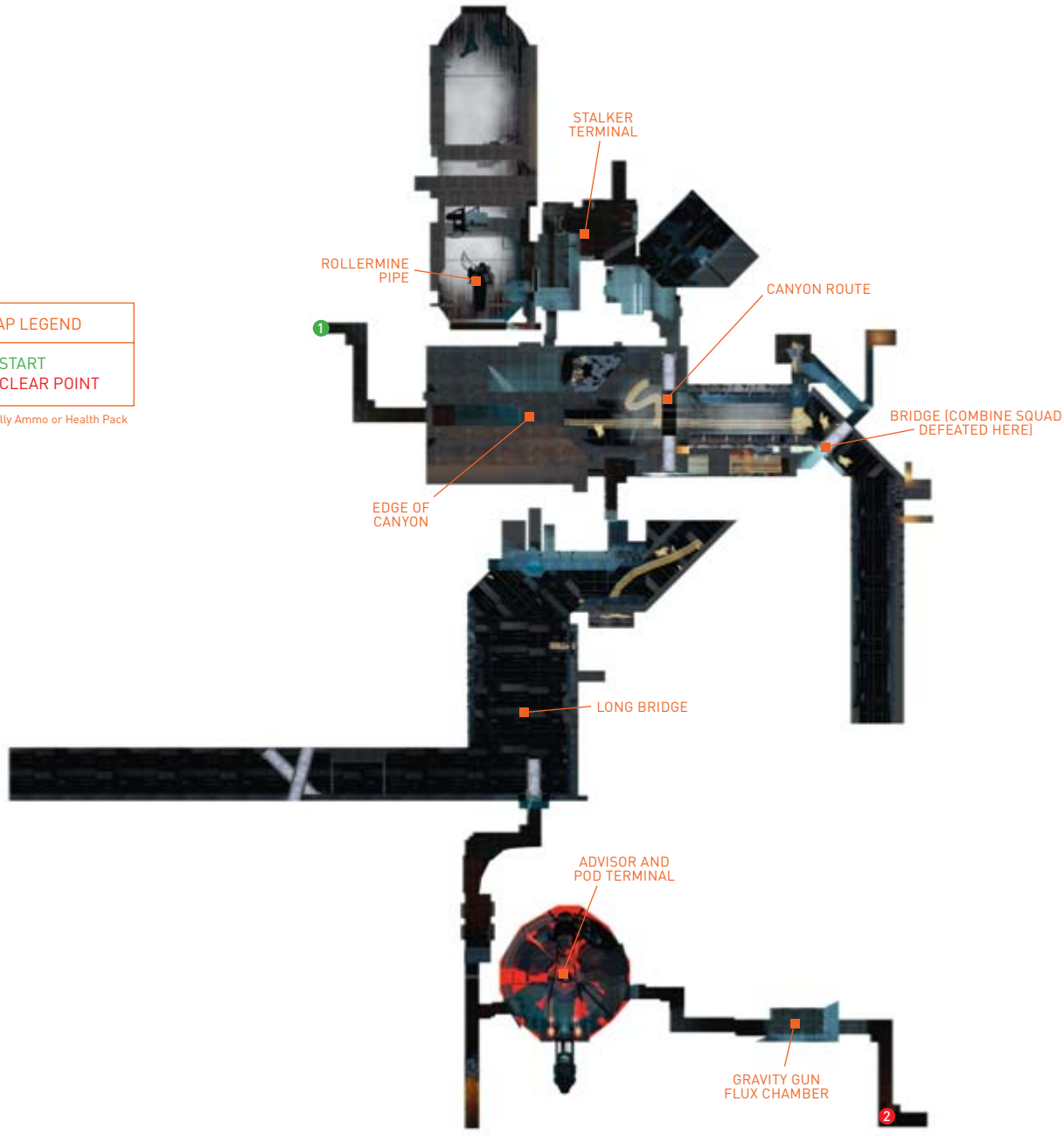


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"A LITTLE EXTRA JUICE IN THE RIGHT SPOT AND IT'S ON OUR SIDE."

MAP 2

CITADEL CANYONS



MAP LEGEND

1_START
2_CLEAR POINT

*Usually Ammo or Health Pack

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With Alyx close behind, head along the corridor, and follow it to the edge of a chasm. Peer below, and watch as a series of Stalker caskets fall from a broken conveyer into the orange darkness. Do not follow them!

CAUTION

If you wander away from the solid metal flooring or take a mistimed step, you will fall to your death. Be careful traversing this area!

Turn left from the canyon, and look for the low fence. Jump over it, to the metal floor below. Turn, and watch Alyx follow you. Follow the floor corridor, pausing to optionally peer over another canyon edge, and look for a corridor with a light at one end.



At the other end of the corridor is a computer terminal. Alyx runs to it and tries to remove the force field blocking your way. "Damn. I can't get this down. It's that Stalker; he's holding it from the other side." She moves away from the Stalker, looking at a tube of Rollermines.



ENTITY ENCOUNTER

STALKER



This withered slave is a Stalker. Combine scientists at Nova Prospekt take the human population, sever their higher brain functions, and experiment on them in any number of foul and depraved ways. They embed a number of blackened nanodevices into their skin, and slowly watch them lose humanity. Known by the code name "Stalker," these are menial workers inside this vast structure. These prevent anyone from accessing the computer room in which they are housed.

ENTITY ENCOUNTER

ROLLERMINE



The pulsing orb in the conduit is a Rollermine, a Combine creation that refuses to power down. They home in on you, buffeting you and causing nasty electrical damage. Suck them up with the Gravity Gun, and punt them off into a canyon. Explosions from barrels or gas cans also destroy Rollermines, but Alyx has another use for them.



The Rollermines are collecting in a tube below. "They could help us get out of here," Alyx informs you. Follow Alyx's advice, and peer down where the tube is to see a short-circuiting elevator and a small platform zone.

Turn left and head across the ledge, crawling into a short red passage and turning right, optionally knocking a deactivated Scanner out of the way. Stand up on the outer ledge and drop, jumping to the black metal protuberance. Leap across the elevator to the left.





Replenish your suit at the Combine Recharger. Head to the base of a tube containing Rollermines. Move to the plinth and flick the switch to the right. Six Rollermines drop from the tube. Punt five of them into the abyss.

Keep one of the Rollermines sucked in with your Gravity Gun, then wait for the sparking elevator platform to descend. Leap on it, ride it up to the terminal, jump off, and present the Rollermine to Alyx. "Dad taught me how to reset the targeting system; a little extra juice in the right spot, and it's on our side!"



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INVENTORY ADAPTATION
ROLLERMINE (HACKED)

Alyx Vance can hack into the Rollermine's targeting system, causing the device to glow a bright yellow and act as an offensive device. It now homes in on Combine instead of human forces. This continues until the device glows red, when it is heavily damaged, before it self-destructs. Leave these to attack enemies.



Drop the Rollermine at the force field, and it rolls through and around to the Stalker at the terminal adjacent to you. It releases a bolt of green electricity, killing the Stalker. Then it turns to a second Stalker who is aiming a laser to keep the field active, and zaps him.



The mine rolls to the terminal, but it's glowing red. Stay away until it explodes, then maneuver through the doorway, now with the force field removed, and into the computer terminal, inspecting the Stalker bodies if you wish.

Alyx spends a moment in the terminal room hacking in. She shorts the circuit of the force field on the exit doorway, allowing you access farther into the Citadel's massive structure. Many of the entities inside the Citadel are malfunctioning. Continue to the right.





Follow the only available path through an opening in the wall, to a narrow ledge with a twisted metal right edge. Turn left instead, proceeding along the ledge until you spot a bridge on your way. A Combine squad dashes forward, then fire engulfs it!





Pass around the bridge's lower part and around a corridor that ascends back to the bridge, following the dotted corpses of the Soldiers. Continue across the bridge.

After you pass the bridge, your way is blocked by a heap of twisted metal and a sparking conduit. Alyx praises your ability to punt the debris out of the way; after you've done so, dash across. A moment later, the debris is charged with electricity from the conduit!





Step out of the way, knocking any debris so that Alyx can pass. Follow the corridor around until it ends at a low fence with a fiery section of wall on the opposite side.

Locate the low fence at the end of the passage, and be sure you hop over the right side of it, or you'll find yourself plummeting down a chasm. Move right, to what looks like an electrical bridge of some kind. Combine forces are incoming! However, they are soon sucked into an unstable conduit!



Use your sprint function, and wait for the wind to die down, then dash at the highest speed possible across the electrical bridge. If you slow down, you get sucked into the conduit and die. On the other side, head around the corners to a long corridor with sparking conduits.



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ENTITY ENCOUNTER

COMBINE SOLDIER



The shock troops of the hated Combine, the Soldier is an intelligent infantryman who works well in a team and has multiple methods of attack depending on the combat situation. Learn their traits in the Bestiary chapter of this book. For now, pray for an Organic Gravity Gun, and use it to move and punt soldiers, or slam scenery into them.

ENTITY ENCOUNTER

COMBINE ELITE



Clad in white armor and sporting a Pulse Rifle and a single red ocular sensor, the Combine Elites act in groups of their own kind and with Soldiers. Firing faster and more accurately than regular humanoid forces, they react to combat in a similar way to Combine Soldiers, and must be treated in the same careful and methodical manner. Deal with Elites before regular forces; Organic Gravity Gun attacks are more than suitable.

Pass the sparking conduits on both sides, and dodge the fire at the end of the corridor, following it around to a low balcony fence. Leap the fence and check the ground; you can see down into a spiraling chasm below. Alyx soon joins you at the computer bank on the right.







Alyx punches in to the Citadel's mainframe and doesn't like what she sees. Combine Elites are still roaming the area, and suddenly the screen brings up Doctor Breen! He's pleading with his Combine masters, and it takes a few moments for you both to realize this message was prerecorded. Then the screen cuts out for a second, and another, altogether more troubling image appears. A Combine Advisor peers out at you!





The Advisor's image disappears almost immediately, and some kind of large organic pod is jettisoned under the floor. It scoots under your feet, and up an anchoring conduit. Alyx moves to the white underbelly of this synth-like entity, but stops immediately as you're both wracked with wild hallucinations, not unlike those you experienced during your first City 17 teleportation.

ENTITY ENCOUNTER

COMBINE ADVISOR



Behold the face of the Combine, although it's difficult to pinpoint an eye, nose, or mouth on this giant, gray-green slug-like mass with the gift of telekinesis. It appears in the briefest of moments before it launches a pod device and disappears.

ENTITY ENCOUNTER

COMBINE POD



This organic, synth-like entity shares many of the same characteristics as the Combine's other flying vessels: such as the Dropship and Gunship. It doesn't appear to have any firing mechanisms, but it does seem to cause wild hallucinations as it disappears up an exit chute. Little else is known about this eldritch monstrosity, although it appears to be linked to the Combine Advisor. More study is needed.





Follow Alyx to the Combine wall, and she hacks it open. Head through and make a left, down a long corridor with more conduits on each side.

As you enter the chamber with the four flux conduits, the area seals behind you, and Alyx yells that you're trapped! The conduits hum into life, snatch the Gravity Gun from you, and charge it with massive amounts of electricity. The gun drops to the ground. Pick it up.

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INVENTORY ADAPTATION
ZERO POINT ENERGY FIELD MANIPULATOR (ORGANIC)

The Gravity Gun has been inadvertently changed. The flux capacitors were manipulated by Combine technology to allow both inorganic and organic materials to be manipulated. The upshot of this is that an enemy, whether human or machine, can be sucked, blasted forward, or abused as if it were a barrel or piece of debris. The offensive capabilities of this attack method are unsurpassed; you can "bowl" enemies into each other, carry a suspended enemy as a shield, or hurl scenic objects at your foes. Finally, the Gravity Gun's power has been increased so it can move heavier inorganic objects, and these make powerful projectiles.

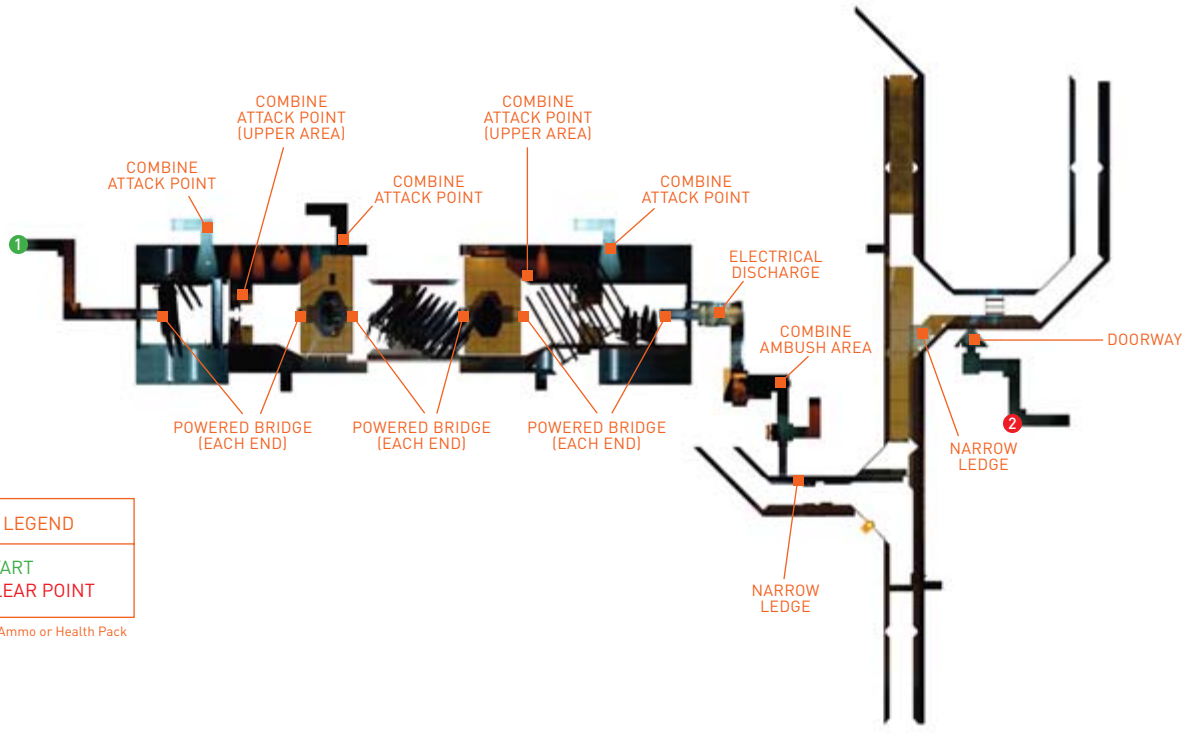
With your new and improved manipulator at the ready, continue along the corridor and up a ramp. Ignore the small fires breaking out in this area. At the top of the ramp, turn left to face a gigantic open chamber with a series of linked bridges. Replenish your suit at the Combine Recharger.



"EVACUATE CITY 17 AT ONCE, IF NOT SOONER!"

MAP 3

CITADEL POWERED BRIDGE CHASMS



The electrical powered bridge in front of you has only the right side linked up, and you cannot cross. To power the bridge up, look down over the edge, and suck up a Combine Orb. Aim at the circular conduit slot on the left wall section ahead and below you, and fire at it. The Orb is sucked in, powering the left bridge span.



Cross to the bridge's other side, and prepare for Combine combat! Run to the island at the bridge's far end and circle around it. Soldiers and Elite are coming in from the outer corridors, so unleash your Gravity Gun on them to help Alyx. There are around eight to slay.



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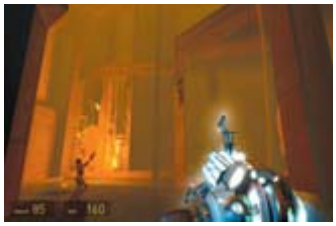
Continue to check out the area until no more nearby hostiles are attacking you. The bridge area is rocked as a metal span cracks and explodes above and in front of you! A final Combine soldier arrives at the edge; suck and shoot him into the abyss.





Stand at the next bridge span's edge. Both sides are out, meaning you need to suck two Orbs from the crackling conduit below, and shoot one in each circular slot. The bridge is powered, allowing you to cross. Keep your eyes open for foes.





There are more Combine to deal with this time around. Circle the central platform and coax two Soldiers into a death dive, then check the outside corridors in front and behind you; at least two foes are incoming from the force-field passages. Deal with them, and check on Alyx to make sure she isn't swamped. Tackle the foes coming across the bridge you activated; blast them last.

Although combat quiets down for a moment, there are two more Soldiers, both on the upper ledge. Train your gun and suck the first down before he lobs Grenades at you, then help Alyx out with the foe rappelling down. Check the central platform for two more Soldiers, and knock them into the chasm.



The Citadel is becoming increasingly unstable, and the powered bridges reflect this; the next requires lateral thinking to cross. You can easily activate the right span in the usual manner, but the left circular slot is blocked by a fallen piece of transparent shielding. You must walk left, along the outer corridor, then step out on top of the slot, positioning yourself so your weapon points down between the slot and shielding. Suck an Orb and release it so it ricochets into the slot.



Cross the last of the bridges in this immediate area, and head into a right corridor turn with fallen masonry. Crawl underneath, and work your way around until a burst of electricity ahead stops you. Wait for it to dissipate, then continue.



Round the corner and prepare for swift and deadly combat with three Combine Elites; they attempt to ambush you from a force field on your left. Suck in the first, use him as a shield, and punt him back into his brethren. This is the easiest way to defeat this trio.





The chamber turns a misty orange, due in part to the many distant fires in various chambers throughout the Citadel. Follow the corridor to a long plinth leading left. Look up to see sparking wires and evidence of machinery gone awry. Turn left and walk along the plinth to a gap. Use a sprint jump to ensure that you clear it.

Move onto the transparent platform and turn left. You can spend a moment watching gigantic Strider synths marching down a gigantic fissure corridor. The Combine Citadel is still churning out entities to wipe humanity from the city.



Swing around behind you as a monstrous Combine Dropship roars overhead carrying a Strider. Something is wrong. It wobbles in the air, grazing the wall before striking it, ricocheting off the fissure wall, and catching fire, dropping out of sight in a fiery tumble.



ENTITY ENCOUNTER

STRIDER



You've witnessed the power of the Strider in your previous City 17 Street War rampage, and you're lacking the firepower to tackle these lolloping synthetic life-forms. You'll get another chance later.

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ENTITY ENCOUNTER

COMBINE DROPSHIP



As you enter the fissure passage, a Dropship roars overhead. The giant swooping synth carries a Strider with its eight massive spiderlike legs. Dropships ferry Combine ground troops and other larger entities around the city. Do not engage them as they are too tough and far away, aren't aggressive, and are suffering spatial-awareness problems.

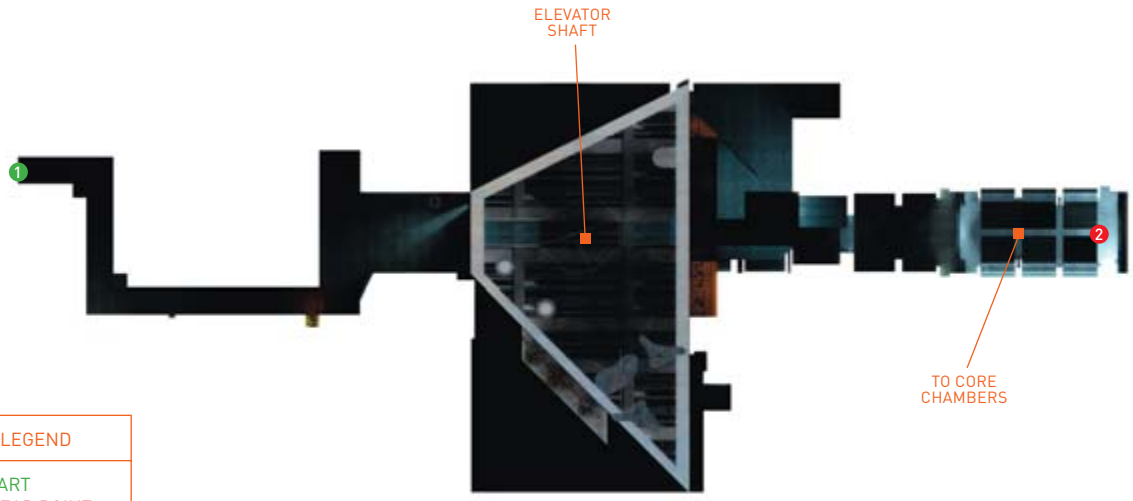
The Combine Advisors are unable to advise many of their troops, and the situation is only likely to worsen. Head along the right ledge, around a corner to the right, and locate a gap in the wall, near an Orb conduit. Head right. Alyx hacks a door leading to a large elevator shaft.



"I SEE A STOP DOWN BELOW. LET'S GET OFF THERE AND SEE WHERE IT LEADS."

MAP 4

CITADEL TRANSPORT ELEVATOR SHAFT



MAP LEGEND

1_START
2_CLEAR POINT

*Usually Ammo or Health Pack

Follow the long, winding corridor until you reach a small antechamber with the core logo on the left wall, near a small Orb conduit. "Looks like this could be a transport elevator to the core," Alyx tells you. Tackle the Combine Elite, then refill at the Combine Recharger, and head for the elevator pad.



After you step onto the elevator, it refuses to descend. It seems to be lacking power. Look to the long Orb conduits running the height of the elevator shaft, and suck one into your Gravity Gun. Spin around, and aim it at the circular conduit slot at the far side of the alcove across from you.



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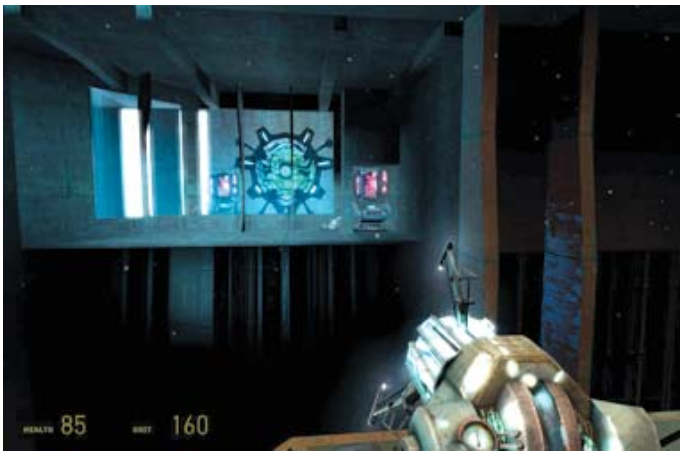


The elevator descends, but your happiness is short-lived. Look to Alyx as she points upward; pieces of metal, including parts of a bridge support, are tumbling down the shaft at you! These will kill you by shattering the elevator pad, so be nimble with your Gravity Gun accuracy; suck each piece in rather than shooting it away. Only after you catch a piece should you punt it.



CAUTION

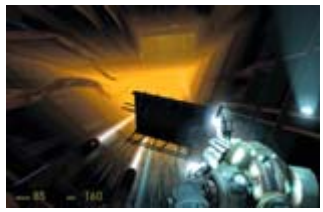
Catch, then punt. But don't punt the wreckage upward, or it falls back down onto you!



After a few moments, more debris rains down, and it's as important to catch these pieces! Keep this up, looking up at the shaft and watching for Alyx's cues, until the elevator slows and stops. Check out the nearby alcove.



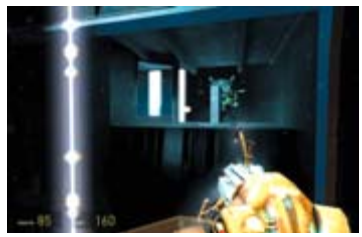
This alcove features a dead Stalker and two offline computer terminals. The circular conduit slot is behind unbreakable glass. Suck the right terminal off its mounting and discard it. Locate an Orb from the nearby vertical conduit and aim it at the far lower-right corner. It bounces around the corner, off the glass, and into the slot.



The elevator descends, and Alyx points up with alarm. Further debris is plummeting toward you, and this is even bulkier than before, so gather, then fire away. Continue checking the shaft above.



When the elevator stops, look around for another alcove. The circular conduit slot is behind a computer terminal. Although you can bank an Orb in off the terminal, it's easier to wrench both terminals off, shoot them into the Orb conduit, and get a clear shot.



The final alcove has a terminal with a glass viewing area to the left of it, with a Stalker standing motionless. Power the slot, and the stalker deactivates it. First, dispose of the Stalker by shooting an Orb to the right of the entrance (as shown) so the Orb ricochets left, killing the Stalker. Power the slot.





With the elevator powered again, Alyx shouts to you, "I see a stop down below. Let's get off there and see where it leads." Look down through the elevator platform to see the jutting bridge rising upward. Turn so you can leap to it and off the elevator. The reason becomes clear a moment later as gigantic pieces of metal rain down the elevator shaft, smashing through the platform. These would have killed you!



Both Alyx and you should move to the end of the passage, to this core door. Replenish your suit at the Combine Recharger, then enter the large connecting chamber. You're about to dash into the core reactor room!

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HALF-LIFE 2
EPISODE ONE



DIRECT INTERVENTION

OVERVIEW

The Combine is attempting to wipe City 17 off the map after Breen's mismanagement of its assimilation program, and it has removed the central core's safety shielding. This includes three core stabilization devices and the cradle. The computer readouts tell Alyx that the Citadel will self-destruct no matter what you do, but you can buy yourself, and any of the resistance, time if you restabilize the core. Do this by winding upward through the central core area and pausing at the three main adjoining core control chambers to activate the core stability devices. Once done, rendezvous with Alyx, who has an escape route planned; you're traveling by Razor Tren, complete with a carriage full of unruly passengers....

INVENTORY PICK-UP

- Zero Point Energy Field Manipulator (Nonorganic)

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Doctor Judith Mossman*
- Rollermine (Hacked)

ENTITY ENCOUNTER
HOSTILES

- Combine Elite
- Combine Soldiers
- Manhacks*
- Unknown (Possible Combine Scout Synth)*
- Rollermine
- Stalkers

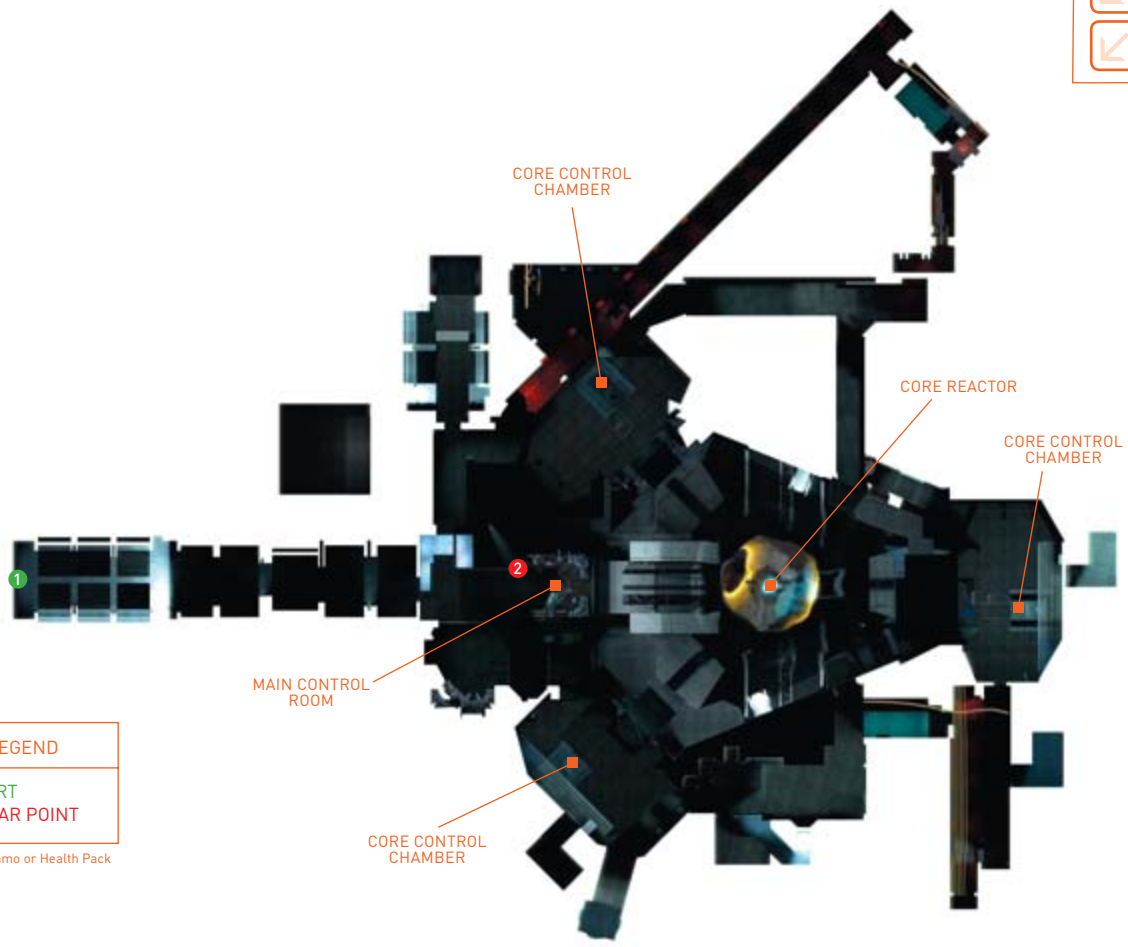
*** Indicates first exposure to entity**

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"YOU'RE GOING TO HAVE TO STABILIZE THE REACTOR ONE LEVEL AT A TIME!"

MAP 5

CITADEL REACTOR CORE CONTAINMENT ZONE



MAP LEGEND

1_START
2_CLEAR POINT

*Usually Ammo or Health Pack

The giant core doors retract, and you both peer into a darkened corridor. "The core control room is just ahead," Alyx tells you. "Careful!" Step forward into the gloom, but ready your Gravity Gun.





The reason for your reduced speed becomes apparent as you spot a control room ahead, but four Combine Elites step out from alcoves to ambush you. Dodge the Elites' Orb and catch it, firing it back at the lead enemy.

CAUTION

Take care during this firefight, as there are no good hiding spots, and the Combine Elites fire Orbs from their rifles. Catch these Orbs.

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Use an Elite's corpse as a shield, then "bowl" it into the rest. This nullifies the squad, as the enclosed area means you'll strike more of them. A second set of four Elites guard the control room. Fire your Gravity Gun's bolts into them.

With the control room cleared, Alyx hacks into the terminal. The news isn't good. Alyx accesses the viewing platform and is taken aback. The Citadel's core is pulsing and about to melt down! "You're going to have to go in and stabilize the core yourself, Gordon!"





Follow Alyx to a second control room, with a camera closer to the core's base. Alyx shouts over the blaring klaxons: "This is it. I can't go into the reactor room, so it's up to you to dampen the reaction." During the viewing, use the Combine Recharger to your right.

"It's too late to reverse it even if we wanted to, but at least we can buy some time." Alyx gestures to the elevator shaft on your left. Wait for the platform to arrive, and step in. Alyx presses her hand to the glass fondly. Ride the elevator to the base of the core chamber.



CAUTION

Your HEV Suit issues a radiation warning as you enter the core chamber. Fortunately, the levels are low enough to be repelled without health loss. Watch your step, though; falling off the sides of the platforms here kills you.



Step into the core chamber and check out your surroundings. Three viewing stations surround the central core, with platforms (both metallic and powered) to reach these zones. Concentrate on the powered platform to your right.





Face the bridge on the right wall to spot a Stalker shambling about on the opposite side. If it isn't defeated, it shuts off the power to the bridge as you cross it, which causes your death plummet. Gather an Orb from the conduit above the bridge to the right, and aim it at the Stalker. After it strikes and eliminates the corpse, take a second Orb from the conduit, and fire it into the circular bridge power slot.

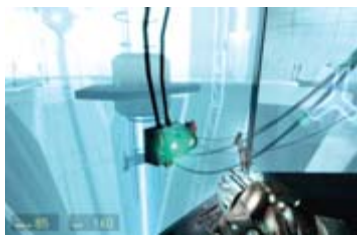




The first slot is above the opposite platform, above where the dispatched Stalker was lurking. Take another Orb from the conduit, and swing left. On a distant platform is a second Stalker. You can dispatch him from your current vantage point, or wait. The second power slot is above you, on the left wall. Fire an Orb into this circular slot, and the bridge powers up. Race to the opposite side.

Turn left and view the second powered bridge, with electrical power lines spanning one side. Collect an Orb from the conduit adjacent to this bridge, and fire it into the slot opposite, above the second Stalker. Shoot the Stalker with an Orb first, if you haven't done so already.





Sprint across the second powered bridge, and turn left. Enter a small viewing alcove with a switch on the glass window. Press the switch, and the powered bridges rotate and split into three spans, each linking the central core platform.

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Step out of the alcove and onto the nearest bridge. Ignore the other two bridges that have formed; they send you back the way you came. Instead, step to the central platform and locate the ladder leading up. Climb onto it and ascend.

Climb to the second platform under the core. Step around to the small powered bridge leading to a viewing window. You cannot enter through the window, so move left, toward a gap in the wall with a door panel leaning against it.







Enter the gap and turn right. Ready your weapon, as four Combine Soldiers and two Elites attempt to intercept you from the control room ahead. Deal with them quickly, staying in the initial corridor and culling all six before moving into the chamber. As you finish off the sixth foe and enter the room, look up at the gantry where another couple of foes attempt to attack you.





Suck them down from their vantage point and pummel them into a wall. Beware of grenades they drop; suck and lob them back, or vacate the area. When the enemies have been nullified, inspect this room: core control chamber 1. A circular slot above the window seems to power something. Return to the central core chamber, suck in an Orb from a conduit, bring it back into the control room, and punt it into the slot.





Step back as a grinding sound announces the arrival of a core stability device, which ascends from the floor, moves to the opening blast doors, and fires a blast of energy into the core. This stabilizes it. Turn and ready yourself for combat; a familiar whine fills your ears....

ENTITY ENCOUNTER

MANHACK

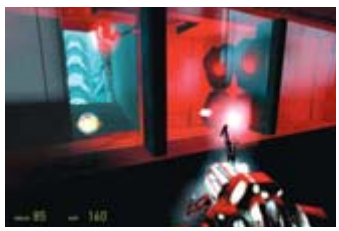


These nasty robotic hovering devices have gyroscopic sensors to steady themselves in the air, and they work in packs, charging you and savaging with rotating blades. Fortunately, you have the best weapon to combat them: the Gravity Gun. Suck in each Manhack one at a time, turn to face a nearby wall, and dash the Manhack into tiny pieces on the wall. The nearer the point of impact, the better. Manhacks can survive a punt into a far wall or midair.





Manhacks! The Combine have released a group of these flying razor-sharp robots into the room. They also attack from the gantry above, plus from a door that opened after the core stability device docked at the window. Suck in Manhacks, aiming them at walls or the Combine Soldiers arriving above you. Then turn and lob more Manhacks at the Combine forces in the corridor ahead. Check the gantry; there's another foe or two. After combat is over, recharge at the wall station.





Investigate the corridor from which the Combine attacked. Ignore the sealed corridor to the left; instead look at the red-lit chute on your right. Peer through the window to see Orbs shooting at high speeds along this chute conduit. You need to access this chute from the maintenance door at the corridor's end. Shoot the door off, crouch, and step to the chute entrance.

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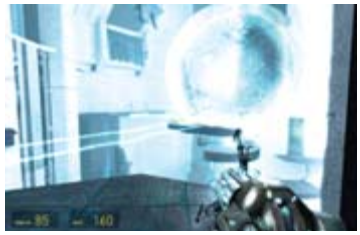



Ignore the chute corridor to the left; it leads nowhere. Instead, turn right and watch the Orbs race toward and past you. Step into the chute and run toward the appearing Orbs, dodging left and right and jumping over them to avoid them. When you're almost at the end, step left, into an opening where an energy duct is encased in clear plastic. Move up the duct, and leap right, onto the ledge above it.

The ledge wraps around to another maintenance door. Punt the door out into the corridor beyond, crouch and leap out, then turn right. Four Combine Elites are advancing on your position. Introduce them to the nasty end of your Gravity Gun, and bowl them over.

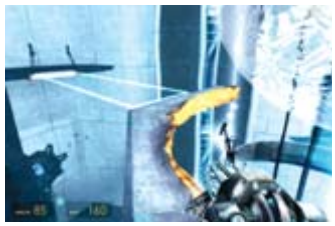


Walk to the small Orb conduit by the computer terminal, but look left and up instead of inspecting the console. Two more Elites attempt to ambush you from a ledge above. Suck and spit them out, then remove the Orbs from the small conduit, releasing the force field. Step out into the main core chamber.



TIP

Save your progress before you negotiate the core chamber's upper section.

You must negotiat the rapidly expanding and contracting core, stepping onto the powered bridge and stopping before you reach the core. Watch the core pulsing for a few moments to time your next actions. When the core retracts, sprint and maneuver around the melting hexagonal middle platform and onto the powered bridge to the left before the core expands again. Be quick, or be dead!




Once on the metal platform, turn left, and look for the outer wall's large gap, which leads to a corridor. You're waylaid by two Soldiers and two Elites as you enter the corridor and turn right. Battle along the corridor as a couple more Elites try to stop you, and enter core control chamber 2. Focus on the enemies standing on the upper gantry; use your Gravity Gun to dispatch them.



With all threats abated, return to the core chamber for an Orb, and plunge it into the circular slot device. A second core stability device trundles out, couples with the core, and brings the stability to a more manageable level.

With the device beaming dark matter into the core, exit this second chamber through the newly opened doors. They lead to an elevator. Ascend to a narrow dark corridor, and deal a quick death to the Combine Elite dashing to intercept.






Slowly move forward until you encounter three or four Soldiers, and defeat them easily. Don't venture too far around the slight right corner because conduit piping explodes on the left wall. Wait until the smoke clears and attack more Soldiers, pausing to check the force field on the right side as you continue down the corridor; vanquish more foes here. Step into a dark interconnecting chamber, and refill your vitals at the charger.

Follow the white light to the platform overlooking the core chamber. Ahead is the core cradle, which is unclamped and causing massive instability across the Citadel. Wait for one of the three cradle arms to rotate to your platform, then leap onto it.



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As you rotate slowly around the ceiling of the core chamber, a Soldier releases Manhacks from a platform across from you. Your initial targets are the Manhacks, but you have no nearby walls to slam them into. Instead, suck each Manhack, and punt it into the core conduit in the middle of the rotating arms. Continue this until the eight or so Manhacks are dismantled, then deal with the Soldier on the platform.

This slow-moving merry-go-round must come to an end, so leap to this platform, and don't fall short! Before you leap, spot Alyx at the command console below you. Land on the platform, and investigate the narrow corridor ahead.





The corridor turns left, as a Combine Elite attempts to ambush you. Push him back, into his friends, and continue the combat until the crumpled forms of five enemy troops dissolve at your feet.



Inspect the area until you reach another maintenance door, and blow it off its hinges, stepping into another area of ducts and conduits. Move up and around a burning section of corridor, to another encased energy conduit, and slide to the bottom of it. Stop!

You have to navigate a longer chute with Orbs rocketing toward you, so step out to the chute's right side and work your way up. Rapid sucking and firing of the Orbs can clear a path, but it's







better to strategically jump and stay to the right side so you only have to maneuver around one set of Orbs. When you reach the left wall's gap, step into the alcove, and blast open the maintenance door, which leads to the third core control chamber. Look right, and look out!



Stand your ground and begin to demolish the Combine Elite and Soldier resistance in this area, knocking the nearest foes into the farthest ones. Defeat around six, then inspect the room's state of disrepair.

Look to the Orb chute glowing red, with the broken windowpane, and suck an Orb in from this area, turning around and shooting it into the circular slot as before. The final core stability device creaks out of its moorings, but stops short of connecting.







The power coupling is loose. Inspect the rear of the device, and peer down into a subroom with three small Orb conduits. They are missing the Orbs needed to power the device, so drop into the room, and check the ceiling to the right. A hole leads to the Orb chute above you. Suck out Orbs and reignite two of the three Orb conduits. If you ignite the third, the device moves and seals you inside. If this occurs, suck the Orb out so you can escape. Stand on the lifting portion of the device, using an Orb from the cracked pane in the upper chamber, and aim it at the third conduit (as shown in the second screenshot). Step into the upper room, and watch the final jet of dark matter strike the core.



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The third reactor-stability implementation takes effect, and the cradle descends in a pincerlike shape to hold the core's materials. This allows you extra time to flee the city, but the Citadel can't last more than a couple of hours, even with this heroic stopgap. Follow the open door and corridor to Alyx, who's viewing the regulated core. "Good job, Gordon. Let's not hang around in here!"

INVENTORY ADAPTATION

ZERO POINT ENERGY FIELD MANIPULATOR (NONORGANIC)

When the cradle closes in on the core, the Gravity Gun changes from organic (bright cyan) to nonorganic (orange). The stabilization has an unexpected detrimental effect on your Gravity Gun: You can no longer affect living entities as well as metallic ones; from now on you can manipulate only inorganic materials.

Follow Alyx to the second computer bank near the elevator you used earlier. "I'm going to take a shot at hacking their network!" Alyx informs you before beginning her tinkering. A few seconds later, the screen image turns from static noise to a recognizable face. "Hey, it's Judith!"








Mossman is relaying a message from parts unknown: "I'm fairly sure I've pinned down the location of the Project. It's hard to say how much of it might have survived intact, or whether there's anything remaining that could compromise our work if it were discovered by the Combine. Once we've actually had a chance to survey the site, I can give a better opinion. It should only be a few hours before...." The transmission flickers. "I'm going to have to cut this short. We may have been spotted!" Mossman flees as her chamber is breached, and an unknown entity appears before the signal cuts out.

ENTITY ENCOUNTER

UNKNOWN



The end of Mossman's transmission is interesting, as the last few seconds shows the culprit responsible for locating Mossman's whereabouts. The device is a lightly armored piece of alien technology. Perhaps a synth of the Combine's? It could be a hunting mechanoid of some sort...or a contraption of Doctor Eli Vance's? You aren't sure.



"It's losing power.... Damn! Would've been handy to keep it charged up for awhile," Alyx remarks, gesturing to the Gravity Gun. Follow her as she sprints to another door and hacks into it. This leads to a short corridor and another elevator. Run to the elevator and ride it down with Alyx. "That should give us all a little more time to get out of the city. And I've got a big chunk of information for my dad and Dr. Kleiner to work with," Alyx remarks as the elevator stops at the train level.

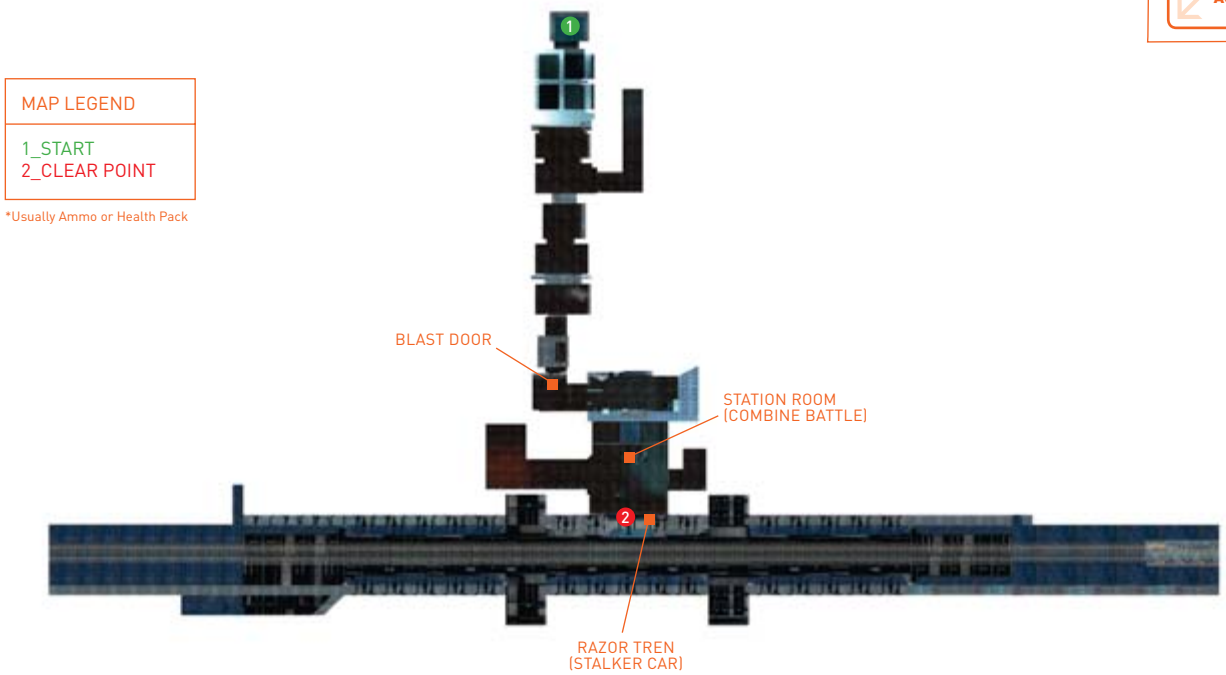


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"WE'D BETTER MAKE SURE WE'RE ON THIS TRAIN. THERE MIGHT NOT BE ANY OTHERS."

MAP 6

CITADEL RAZOR TREN STATION (BELOW CORE)





Dash down the corridor and at the far end, make a left. Ahead is a computer terminal. Look behind you to see a Combine attack squad advancing, but Alyx seals the door before they reach you. They'll break through soon enough, though!





Two Rollermines appear, and the only weapon you have is ineffective except as a scenic punter, so heed Alyx's advice: "Bring me a Rollermine, Gordon!" Suck up a mine and hover it next to Alyx so she stops firing at it and hacks into it like she did before. Don't let the friendly and hostile mines attack; pick the second mine up and let Alyx hack that one, too.



The doors to the station platform are opening, but Combine Soldiers are arriving. As the ramp door retracts, punt both Rollermines at the nearest Soldiers, then dash down into the computer terminal room, and pick up any mines and fire them, so each of the Soldiers is electrocuted by them. Lob a mine through the force field to waylay enemies incoming from the corridor to your right.



Time is of the essence, so follow Alyx's lead when you defeat the Soldiers, and run across to the platform, pausing to recharge yourself if need be. You hear Alyx shout, "We'd better make sure we're on this train. There might not be any others!" The Combine are breaking through! As the Rollermines have detonated, you can stay and die at their hands, or board that train.

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You've entered a cargo car. "It looks like this will take us out of the city," Alyx remarks. She notices that one end of the car holds an open Stalker storage device. "Oh no.... Stalkers! I can't–we can't stay in this car." She calms herself a little, closing the head casing on the Stalker casket. "I'm sorry, Gordon. I just can't face them. Every one of them was a person who resisted the Combine. I hope to God they can't remember what they were."

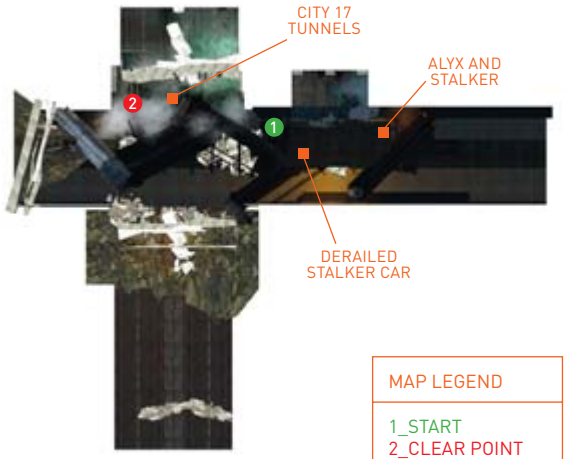


The train picks up speed. Alyx notices this and looks at you in alarm. She holds onto the small computer console, but the train accelerates. You're away from the Citadel, but you can see only a gloomy green sky if you peer through the slits in the train's window. Alyx shouts. The train makes a horrible grinding noise, and you black out for a moment....

"NO! MAKE IT STOP! COVER ITS EYES! COVER IT UP!"

MAP 7

DERAILED RAZOR TREN (CITY 17 SUBLEVEL)



MAP LEGEND
1_START
2_CLEAR POINT

*Usually Ammo or Health Pack



You wake up to a cacophony of screaming. Stagger to your feet, but watch your balance; the train has pitched on an angle, and you're standing on the side of the car now. Ahead a Stalker has woken and is shrieking while its head spasms at you.





There's little you can do except ignore the caterwauling, and step through the tangled mess of emaciated insanity toward the carriage's far end. Quicken your pace, as a Stalker casket (complete with screaming occupant) has pinned Alyx to the side of the car. "Get it off!" yells Alyx as the Stalker lets out a strangled gurgle.





"Make it stop!" Alyx is almost hysterical, so shoot the Stalker casket or suck it back at you and wrench it off Alyx. She scampers up the side of the carriage and huddles in the fetal position for a moment, stricken with fear. Maneuver to her left, and peer out of the wreckage. Amid the sparks, drop to the concrete slabs and harvester shards. You've escaped the Citadel! Alyx drops from the train. "Looks like we're going on foot from here."



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LOWLIFE

OVERVIEW

From the mangled alien spire that's counting down to detonation, you and Alyx move to City 17's sprawling sub-level, complete with blocked-off tunnel sections interspersed with wreckage and the roaming dead. The constant threat of attacks in the dark should slow your pace considerably. Keep a methodical progression through the long tunnel structure, entering your first duct and powering up areas one junction box at a time. After encountering a new and hideous foe, you begin to climb up through a parking structure, and learn that as the Combine retreats, the more monstrous wildlife attempts colonization. Antlion burrows are everywhere and must be sealed with whatever junk you have at hand. After the parking garage, you encounter the most frantic melee so far as you enter a completely black chamber and attempt to summon an elevator with little more than bravado and bullets. As the elevator arrives, the carnage against the relentless parasitic undead reaches a crescendo, but you must battle to the elevator and ride it to the surface, and hopefully, freedom.

INVENTORY PICK-UP

- Scenic Detritus (City 17)
- Hopper
- Flare
- Pistol
- 12-Gauge Shotgun

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Sentry Guns (out of ammunition)*

ENTITY ENCOUNTER
HOSTILES

- Zombie*
- Zombie Torso*
- Headcrab*
- Antlion*
- Combine Zombie (a.k.a. Zombine)*
- Barnacle*
- Fast Headcrab*
- Poison Headcrab*
- Fast Zombie*

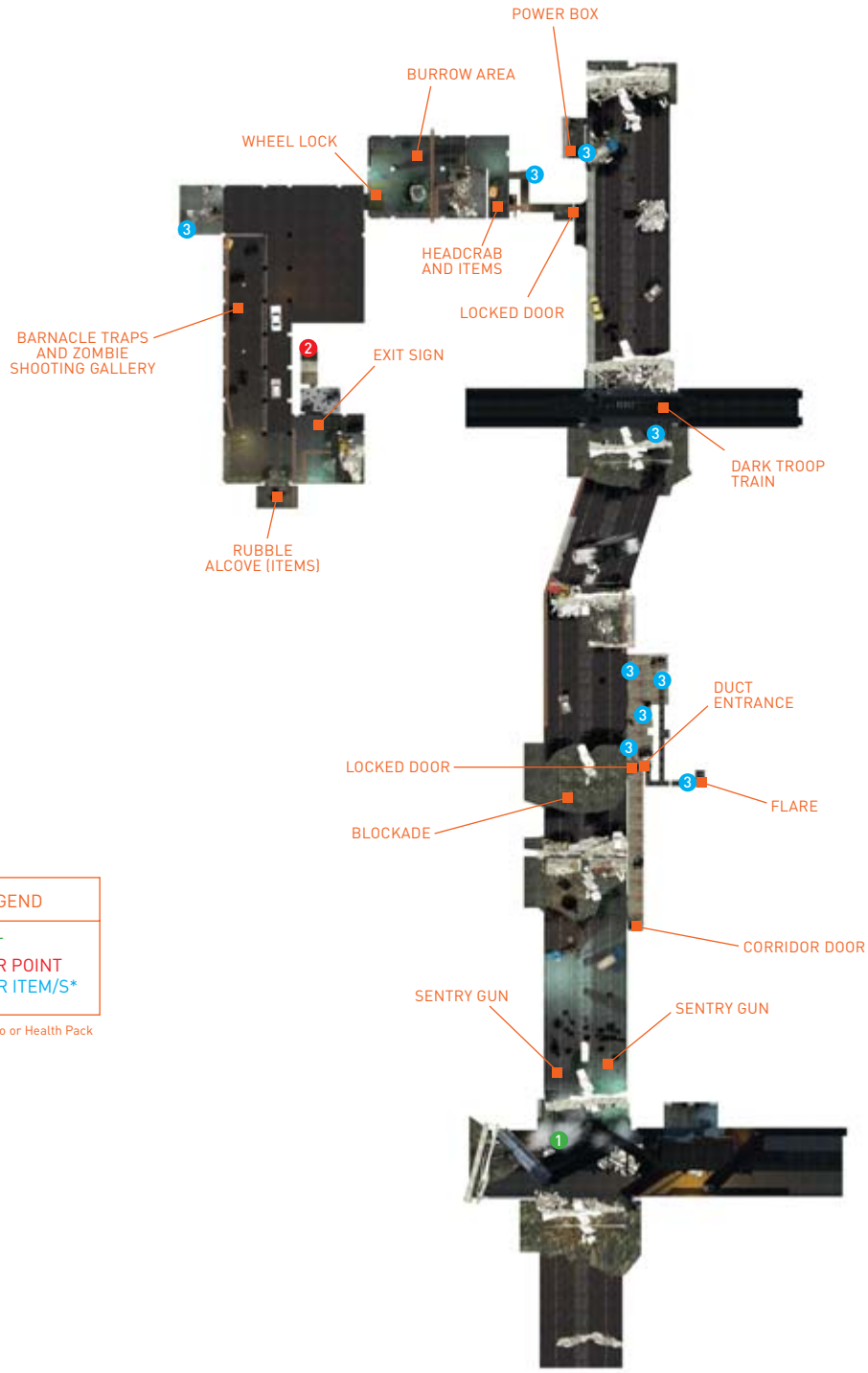
* Indicates first exposure to entity

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"AS IF REGULAR ZOMBIES WEREN'T BAD ENOUGH. LOOK OUT, IT'S GOT A GRENADE!"

MAP 8

CITY 17: SUB-LEVEL TUNNELS



MAP LEGEND

1_START
2_CLEAR POINT
3_OTHER ITEM/S*

*Usually Ammo or Health Pack

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Maneuver around and under the fallen masonry as you step away from the derailed Combine train. Look to the right, through the thick bars, into a long, dark tunnel that used to be a highway. "Watch out–turrets!" Alyx remarks. Locate the gap.







Step out over the concrete rubble at the right side of the tunnel. Something twitches in the gloom: "Careful! Zombies!" shouts Alyx. "Those overhead turrets should make short work of them," she remarks. But the turrets click and whine helplessly; they've long since run out of ammunition. Alyx takes matters into her own hands. Producing a Pistol, she begins to attack two animated corpses. The easiest and safest way to fight back is to switch on your Flashlight (F), and train it on the enemies so Alyx can easily aim at them.

TIP

The Flashlight is an integral part of your defenses. Employ it tactically, rather than leaving it switched on all the time. Use Flares, switch off when ambient lighting is available, and make sure Alyx can see the foes she's aiming at!

ENTITY ENCOUNTER

ZOMBIE



The tunnels are filled with the recently slain and long-dead corpses of resistance citizens. Combine rockets still pepper the landscape, releasing Headcrabs that control their host and shamble toward you. Stay close to Alyx as she tackles them until you secure a firearm, and work together to dispatch these rotting deviants methodically. The alternative is to be swamped.



ENTITY ENCOUNTER

ZOMBIE TORSO



Resistance citizens have told Alyx, and your previous experience has told you, that the Headcrab parasites atop their shambling automatons must be slain first. However, if multiple threats present themselves, it's comforting to know that shooting out the knees and legs of a Zombie is easier now. This produces a crawling Zombie Torso that's less mobile, but still as vicious.



Something stirs behind the crumbling concrete pillar. "I really hate Zombies," Alyx informs you as she begins tagging it in the head with her Pistol. Act as a Flashlight attendant, letting her aim accurately before the threat closes...



...or use the Gravity Gun to help out. In your immediate vicinity are chunks of concrete, blocks, and (even better) a gas canister. Suck up an item and punt it directly into the torso of the advancing Zombie. The tunnel lights up in the ensuing explosion.

INVENTORY ADAPTATION
SCENIC DETRITUS (CITY 17)

Lightweight items, such as gas canisters or concrete blocks, can be picked up (either with your hands, or ideally with the Gravity Gun), then dropped Secondary Attack or blasted forward Primary Attack. The force of the propelled, or "punted," object can kill a foe, and there are many more options in City 17. Large objects, such as cars, can only be shunted, but this is another good way to dispatch the foes you encounter.

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TIP

This should give you an idea of how to conserve your Flashlight Aux Power. Try punting a gas canister into a Zombie to set it alight. It burns, allowing you to see in the pitch-black tunnels while your Flashlight power returns.





After a quick check of the Sentry Gun turrets that flap ineffectively from side to side, venture forward down the tunnel. There's side lighting on the left, so use the Flashlight only sparingly. The remains of a Fast Zombie litters the floor. Pick up something heavy with your gun to use as a projectile, because around the next pillar is another Zombie. As Alyx lays into him, use your detritus to topple the foe.





The mangled remains of a barricade of vehicles is up ahead, but those slumped corpses still look suspiciously docile. Are they playing possum? Check the left side of the tunnel to spot a mobile mine called a Hopper at the foot of a Zombie lying against the wall. These Hoppers explode if you move near them, so suck it up, and punt it at the Zombie. It explodes in a shower of fleshy chunks.

Alternately, use the Gravity Gun to shift the rusting car, slamming it into both the Zombie and Hopper, crushing them both.





INVENTORY ADAPTATION
HOPPER

Hoppers take their name from their proximity attack, which is to "hop" toward a target and then explode. These mobile mines are usually concealed by Combine forces, but you can appropriate them to use against the undead denizens of these tunnels. The color of the device is most important: red Hoppers are active and will hop and detonate, wounding you. Yellow hoppers are primed and ready to launch, so be extremely careful around these; suck them to launch at enemies as if they were Grenades. Blue Hoppers are "friendly," and you can set them by dropping them on the ground. Finally, green Hoppers are friendly mines set by you or your team (if you meet any resistance citizens later). Watch your step and always clear away Hoppers before securing an area.

It's time to secure the area, so look along the right wall to this truck and locate the Hopper on the ground to the right of it. Lob this into the gap between the trucks, and set fire to some Zombie corpses. Back up before you launch, so you aren't caught in the blast.





A final shambling monstrosity appears from the darkness around the left area of mangled wreckage. Shine a light so Alyx has a clear line of sight or attempt the execution yourself. Once you down this final Zombie, the initial area is secure. Inspect it for items.



Items are a little thin on the ground, so search along the right wall for this entrance. Enter this pitch-black maintenance corridor. Turn left as you enter; there's nothing except a sealed metal door behind you.

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The door at the end of the corridor won't budge. Alyx checks it: "Damn, it's got a powered lock. How are we gonna get this open?" Peer through the reinforced window to see a small chamber beyond, with a light bulb on the left wall. It probably needs to be accessed from the other side. If you turn right at the door, you spot a barrel. Behind the barrel is a low duct cover. Alyx has heard stories about your ventilation duct exploits!




Shoot the duct cover and crouch down. Enter the vent with your Flashlight on, and turn left. Crawl to a junction with a duct on your left, and one straight ahead. Optionally, go ahead, but stop at the gap in the duct floor. Suck some health from the corpse on the other side, as well as a Flare, and drop the Flare down the hole. It seems bottomless. If you try dropping down, you'll find you're correct, as well as dead. Instead, turn left, crawl to the small ladder, and snake up and over it.



TIP

If you're having difficulty maneuvering up this small ladder, press the Use buttonto grab hold automatically, and again to release.

INVENTORY ADAPTATION
FLARE

Flares play a big role in this infiltration of City 17, as you're moving through dark sub-level tunnels. Flares give you a short burst of brightness (which attracts Zombies, unfortunately). You can use a Flare in place of your Flashlight so it can recharge, but it is better as a weapon. Use the Gravity Gun to lob a Flare into the hide of a Zombie, who then burns to death and acts as a moving candle. This helps both you and Alyx. Flares are used automatically when you pick them up, so leave them on the ground until you really need them.



Crawl to the end of the shaft and look down. A vent prevents you from dropping into an inky-black room below. Shine your Flashlight and you spot a Headcrabs cuttling below. Shoot the vent into the Headcrab to kill it, then enter the room.

ENTITY ENCOUNTER

HEADCRAB



This is the first time you've encountered a Headcrab moving independently from its host cadaver. These like to leap up to scratch and tear at you, whittling you down and then clamping onto your head. Usually, you'd brandish your Crowbar and destroy one with a well-timed swing, but you seem to have misplaced this weapon. Instead, use your Gravity Gun and shoot scenery into its hide, until you secure a Pistol.



This room is incredibly dark, but once the Headcrab is defeated, it's empty of enemies. Collect the items scattered about, starting with the ammunition in this crate.

Spot a large window that cannot be broken. On the other side, the highway tunnel continues; you can see a gas canister, but not much else. You'll enter this area in a second.






The items of most interest are in the corner to the right of the window. Inspect the nearby lockers first for some Suit Batteries, then inspect the corner. There's a crate of items, a Flare, some Suit Batteries, and, on the shelf, a Pistol! There's a Shotgun as well! Smash the crate with the Gravity Gun, then suck all the items to the bent corner of the mesh fencing, and catch them all.

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INVENTORY ADAPTATION
PISTOL

Congratulations! You can now take down targets from a distance without resorting to object throwing! Use the Pistol (with 18 shots per clip) for any combat where there's no scenery, you need a quick resolution to a combat problem, or you want to detonate an explosive object from a distance. The faster you tap fire, the quicker your shots. Collect more ammunition from crates or ammo boxes.

INVENTORY ADAPTATION
12-GAUGE SHOTGUN

An exceptional close-quarters weapon, this carries six shells in the chamber, and you can carry 20 cartridges. Look for the bright red boxes of ammo. If you're out of chamber ammo, you can still load single shots instead of waiting for a full reload. At longer range your damage tails off considerably. This is an essential weapon for blasting the Headcrabs off Zombies; especially the secondary fire that blasts two shells at once!

TIP

Now that you and Alyx are both packing heat, you must learn when to use your firearms, as there's limited ammunition. Alyx has her own rapid-firing Pistol that she's more than capable of using, with her own ammunition supply. Sometimes it's better to let her shoot foes while you provide the light or attempt to locate an escape route. Just don't leave her to fight alone!

Now either use your Flare or Flashlight to illuminate the area behind you. A mesh fence leads to a padlocked door. Your Gravity Gun cannot knock off the lock. Aim your Pistol at it and shatter the lock. Then step into the small chamber beyond.











You discover a door on your right, near the light bulb, and a door ahead with Alyx waiting behind glass; this is the door you couldn't open earlier. Look at the electrical cabling running from the right-side door, along the ceiling, to a power box. Activate it with the Use button, and the lights come on, the door unlocks, and Alyx comes running in to greet you. Take a final look around the room now that it's illuminated, pick up any items you missed, and exit via the door to the right.

Recharge your Aux Power to full, then use the Gravity Gun to push the car out of your way, turn right, and switch on your Flashlight. Search for the gas canister you saw from the window earlier, and suck it in. You hear vague moaning ahead.



A Zombie shuffles toward you, so launch the gas canister into its leathery hide until it catches fire and begins to scream. Alyx fires on the creature, so stay near her and provide the light. If the Headcrab leaps off the flaming corpse, tag it with your Pistol, or let Alyx do it.



TIP

The torched Zombie now becomes an area of light in the darkness of the tunnel. You can stay around this source as others attack, and recharge your Flashlight.

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NOTE

Alyx fights with you, and she's a deft shot with her Pistol. She always goes for Headcrabs over regular Zombies. Provide light so she can aim effectively and you can conserve your ammunition.



With the fallen Zombie (and possibly, the Headcrab) burning away merrily, prepare for combat with two more Zombies. Both are straightforward to tackle without expending any ammunition–let Alyx do all the shooting!



Remain near the entrance and conduct a quick sweep of the tunnel area behind you, left of the door you exited. Amid the rubble and wrecked vehicles is a fallen resistance citizen, who has dropped a Suit Battery and a Shotgun. This is the other place you can initially obtain this weapon.



Rejoin Alyx and slo
wly edge forward into the unexplored area. Near a pile of wreckage, Alyx spots a dead Antlion. "Antlions, here?" she asks. "The Combine's defense field must have collapsed. Makes sense if it was powered by the Citadel." Train your light on an incoming Zombie, and let Alyx dispatch it.



Rummage near the back of the white van for items, then move around the corner. Out of the gloom, a large insectoid creature lunges for you! Antlions still roam this tunnel, which is becoming increasingly unsafe! Use the Gravity Gun to knock the creature onto its back.

ENTITY ENCOUNTER

ANTLION



Vicious predators that hunt in herds of around four to six, Antlions attack with sharp mandibles, and their savage mouths knock you back and severely damage you. Twice as fast as a human and able to fly before pouncing, these fiends can easily overwhelm you. Retreat, use your Gravity Gun to knock them over, and let Alyx finish the job with her weapon to conserve your valuable ammunition. Antlions attack in waves, and usually from a nest tunnel exit. Block the exit, and you solve the Antlion infestation!



With the creature temporarily immobilized, Alyx takes pot shots at it until it dies; shine your light so she can aim properly. Round the end of the wreckage and stop. Look for another gas canister, and launch it across the roadway to the Zombie near the central pillar. It catches fire, giving Alyx a good aiming point. Keep back as another Antlion appears and let the Antlion and Zombie attack each other. Then mop up the victor!

TIP

Animosity between two different enemies is also key to your survival. If you spot two foes attacking each other, don't break up the combat by firing at them. Instead, let them fight, and finish off the foe that's left standing.



Listen. If no inhuman wailings are heard, spend a moment checking around the end of this tunnel structure. The corpse of a Zombie is sprawled ahead, near a crate. Crack open the crate for ammunition, then enter what appears to be a derailed Combine train. This is known as a Dark Troop car.



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"Looks like we've found a troop train," Alyx says as she catches up. You spot something slumped against the door controls. "What the hell is that?" Alyx asks.



It's the body of a Combine Soldier with a Headcrab attached to it.

The creature seems quite dead, but as you approach the glass partition door, a second Combine Zombie begins to saunter forward! The beast produces a Frag Grenade, charges the door, and then explodes in a shower of greasy sinew and blood.





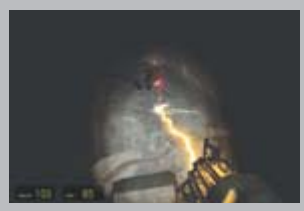
ENTITY ENCOUNTER

COMBINE ZOMBIE



It was only a matter of time before the Headcrabs ran out of the indigenous population to mate with and developed a taste for Combine flesh. At this stage in the Headcrab's evolution, Combine Soldiers have fallen prey to these parasites, and they've turned into extremely deadly adversaries, which have all the killing intent of a regular Zombie, but the toughened hide and hardware of a Soldier. Fast-moving, these attack with swipes, and when threatened or wounded, they bring out a Grenade to drop.





Terminate them with close Shotgun blasts to the head, backing off from the swipes. Retreat quickly if a Grenade is produced, or use skill and blast the Grenade using a Pistol, or suck and punt it away with your Gravity Gun. Should the Headcrab live after a Zombine death, leave it to Alyx to dispatch; she aims at these before other enemy types, freeing you up to tackle any remaining Zombines.

A cursory autopsy of the dead Zombine reveals that the head is completely missing from the corpse. Whether this is due to a lack of cranium originally, or because of the ravenous nature of the Headcrab parasite, is a subject for further debate.



Head to the side entrance of the Dark Troop train, and step out gingerly. Step into the gloom of the next tunnel, quickly snag a barrel, and launch it toward a Zombine lurking by a wrecked car. Do this immediately, before it charges you. Alyx finishes the beast.



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The Zombines are coming! Stay along the right wall, and prepare for some nasty close combat. Your Shotgun is a good weapon to produce here. With your Flashlight on, listen and watch for an ambling Zombine coming your way. Let rip as it closes, aiming for the head. It drops, and a second Zombine appears. Tackle this one quickly, too. Let Alyx deal with any Headcrabs. A third Zombine usually produces a Grenade, so back away or punt it with quick Gravity Gun prowess.



Proceed through the tunnel, checking that your Flashlight is powered back up to maximum. More Zombines close in, so continuously pump them with your Shotgun, ideally aiming at the head. Use the secondary fire to dish out multiple damage if your aiming is up to snuff. Another couple of Zombies lollop forward to engage you; back them up with more Shotgun fire, and if a Grenade appears, lob it immediately back at them with your Gravity Gun.





Take care of your colleague. Alyx isn't indestructible, adept though she is at combat. Don't run off, split up, or leave Alyx in the dark. She also grapples with the Zombine, kicking, wrestling, and shooting them as they fall to the ground. Help her out.

After you defeat around six Zombines, there's a short pause in the violence, allowing you to recover your wits and some Health Packs near a locked door halfway along the tunnel structure. The door seems powered; you need to switch on the electricity.



At the side door, pick up a Flare, and punt it down the tunnel, illuminating the rubble and another cave-in. Gingerly step forward with your Pistol at the ready, but be on the lookout for two new adversaries you encounter almost simultaneously: the Barnacle and Fast Headcrab! Shoot the Headcrab first!

ENTITY ENCOUNTER

BARNACLE



Clamped to the roof of the tunnel structure are a number of long, sticky, tongue-like protuberances that rapidly pull their prey (whether it be your head or a piece of rock) into a slobbering maw. This is a Barnacle, a dangerous creature that surprises its prey in dark places. Six shots defeat the Barnacle, and it drops a disgusting array of partially digested body parts if it has recently fed. Shoot it with your Pistol, or feed it an explosive barrel you set alight, but be sure to slay each one in case you backtrack. If you get caught in its strangling tongue, look up and plug away with your Pistol before you're next on the menu.

ENTITY ENCOUNTER

FAST HEADCRAB



As soon as the Fast Headcrab leaps, shoot it with Alyx's help, then inspect it. This variety has spindly elongated legs and a more streamlined, less lumpy appearance. This is the dreaded Fast Headcrab. They move more quickly and are more difficult to pin down. Shoot or throw objects from a distance as they close on you. Crowbar or Pistol shots at close range work well...if only you'd kept that Crowbar!





Dodge the tongue-like tendrils of a couple of Barnacles, and concentrate instead on targeting any Fast Headcrabs in the area. Shoot them with your Pistol after they land, and have Alyx help you. Then carefully scan the ceiling and plug any Barnacles you see.



Head under the dead Barnacles to the tunnel's far end. You're looking for a doorway on a tiled wall. Once inside, check the floor for Headcrabs, then turn left and throw a Flare down to the end of the room you're in. Also at the end of the room are a couple of item crates and a power box. Switch the power on to the tunnel structure, and turn around.

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Alyx is finishing any Headcrabs in the vicinity, but she needs some help as a couple of Zombies lurch in from the tunnel doorway. Stay inside the room to finish them both, as your dual weapons make short work of them.

Step back into the tunnel and return to the side door you spotted earlier, to the right of some graffiti. It has swung open, allowing you access to a brightly lit staircase heading up and right. Stop and recharge your Flashlight before you ascend.







Arm yourself with the Pistol. Take great care as you reach the top of the steps and make a left; a large Headcrab launches itself straight at you. This one is of the poison variety. Tackle it with a Pistol and some accurate shooting. Shatter the crate in the small alcove, then enter the room opposite, and slam bullets into any scuttling Poison Headcrabs in here, too.

ENTITY ENCOUNTER

POISON HEADCRAB



A gigantic, spiderlike entity with a dark gray mottled back, these beasts launch with a meaty maw opening, and if it connects, your health drops to 1! However, Poison Headcrabs alone cannot kill you; other enemies striking you while you're reduced to critical health finish you off. This is why it's important to destroy these creatures quickly. Your HEV Suit administers antitoxins, slowly rebuilding your health back to its original level (minus the slight damage the bite caused). Slam scenery or Pistol shots, into these beasts, and don't accidentally heal yourself during your recovery, or your suit stops healing you prematurely.

Step into the room beyond, and look left. You see a portable generator on wheels and other unusable items. A Poison Headcrab lurks in the back of the alcove. Crush it, and take the Suit Battery. Then quickly inspect the lockers for health and more Suit Battery power.



There's a gap in the mesh fence around the corner, leading to what appears to be a parking garage. Bring a barrel and slam it into one of the two Poison Headcrabs scuttling about the floor, or dodge their leaping and finish them both off with Alyx's help.







Round the corner of the parking garage, and move up to a wheel mounted to a wall, which probably opens the garage door in the corner. There's no time to inspect this wheel, as the rumble of an Antlion lair catches you off-guard, and around three of these foes emerge, heading in your direction. Bring out your Gravity Gun, and knock the closest one to Alyx onto its back. She defeats it, but more are coming out! "Cover that spot where the Antlions are coming through!" Alyx yells. Follow her advice, and maneuver around behind the parked car. Shunt it across to the concrete dent and hole where the Antlions are emerging. Make this a priority. If the car lands on the hole, the Antlions cannot access this part of their burrow. Use firearms or blast the remaining Antlions with your Gravity Gun, and Alyx finishes them off.

With no more Antlions to contend with, move to the wheel and turn it using the Use button, and a garage door slowly rises. If you let go of the wheel, the door closes again, so keep holding the Use button until the door fully opens and clicks. Enter the parking garage beyond.



This longer, more intact level holds the usual scuttling suspects: a Poison Headcrab and a couple of regular Headcrabs lurking in the corners and shadows. There's a crate to smash as well. When you're done, locate the mesh gate in the opposite corner from which you arrived.





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Keep on the near side of the mesh gate, and produce your Pistol. You easily spot a group of Barnacles dangling from the ceiling just inside the corridor beyond, but don't slay them; they can actually protect you from a group of Zombies and Zombines staggering around the opposite end of the corridor. Use your suit's zoom function to pick out the barrel, and tag it with two Pistol rounds to set it alight. This explodes, creating a light source and wounding a few of the foes, causing them to spot you.







There are eight of these undead clowns to cull. Start with the Zombines. Plug away at their heads with your Pistol, and concentrate on the same enemies as Alyx. When a Zombine attempts a charge, shoot it. Should it reach your vicinity, it's strangled and sucked up into a Barnacle, making it easy target practice. Shoot the Zombine, and continue this tactic until the final couple of Zombies stagger forward. You and Alyx should make short work of them. After you abate the undead threat, slay the Barnacles, or cut a path through them toward the parking garage's opposite end.



Walk forward to the garage's corner to spot another load of Zombines; there could be as many as four. Shoot the barrels to the left so you wound them and they spot you. You want them to. Brandish the Shotgun and begin crucial headshots as they round the corner and charge you. Don't back up into the area to the right, under the pipes, or they could pin you.

With combat almost over, reload your Shotgun, and move to the double doors on the far-left corner wall with the "Exit" sign above them. That slumped Soldier corpse isn't dead, so decapitate it, then sweep the area. There's ammunition galore inside a small alcove of rubble.



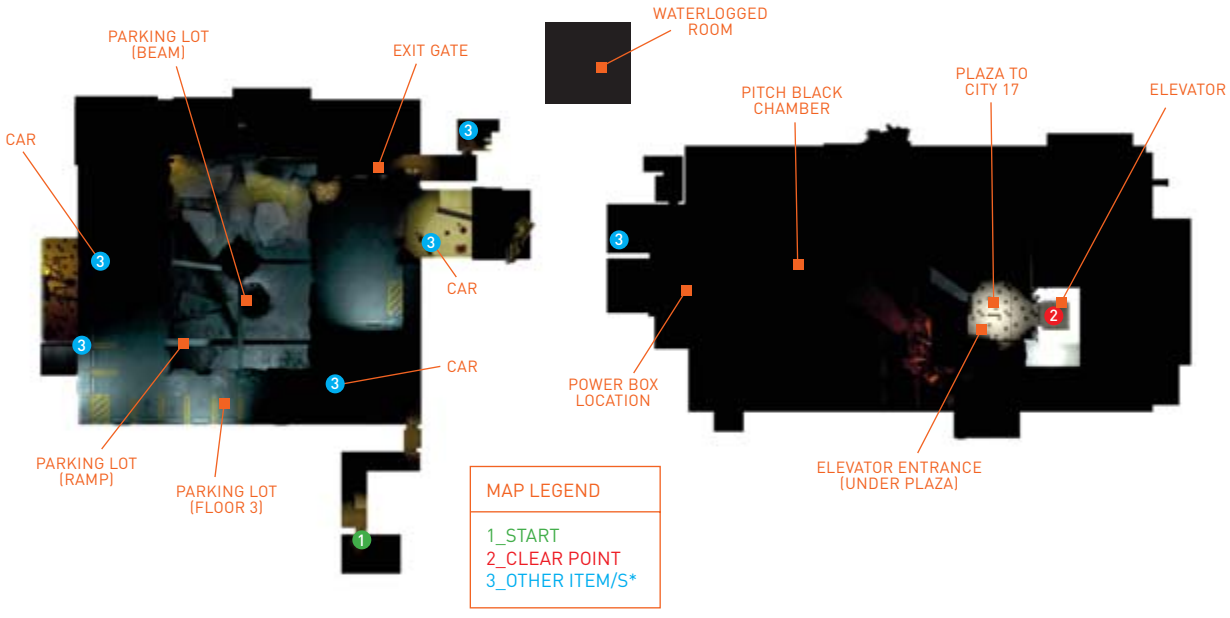
Open the double doors and move through to the stairwell, which leads to parking garage level P6. Head upstairs, pausing to check that Alyx is with you. Continue up to level P5.



"THE ELEVATOR'S ALMOST HERE...WE JUST GOTTA HOLD OUT A LITTLE BIT LONGER!"

MAP 9

CITY 17: PARKING GARAGE P5, AND BLACK CHAMBER



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Recharge your Flashlight and select your Gravity Gun on the way. At the top of the stairs, move into a long corridor with a mesh fence on the left, revealing the parking structure beyond. Zombines and Antlions spot you, and Alyx opens up with her Pistol. Back off from the combat, because you have a special task to complete.



Run to the end of the corridor, turn left, and sprint past the Zombines and Antlions fighting each other. You're looking for this wrecked car on the parking structure's far-left side. Ignore any enemies until you reach this location, then stand in front of the vehicle.



TIP

From a scan behind the fencing, and some common sense, you know that Antlions are appearing from nests, and there's little point in shooting them if more are going to appear in a continuous swarm. Instead, plug the burrow exits. There are three.





The most proficient method of plugging the first hole is to shoot the vehicle across the garage, back to the corridor exit and large "P5" wall sign. Shunt the car so it lands on top of the Antlion burrow. Shoot any Antlions Alyx is encountering, so they fall on their backs. There's a second burrow hole on this floor, but no vehicles are about. There's no time to lose; search for another car on the upper level!





Head into the middle of the parking structure and look for the steel girder that's fallen at an angle, creating a ramp to the second floor. Search the area later; for now, scramble to the top of the steps, then spend a few seconds shoving Antlions off onto the floor with your Gravity Gun. If Alyx is getting swamped, focus on helping her so she doesn't die.





Up on the second level, the nearest vehicle is stuck inside a doorway. Blast the item crate on the left doorway, enter the small room behind the vehicle, and shunt it out from this angle. Although there are gas tubes and other scenery, ignore them for the moment; you must plug those burrows! Launch the car off the side of the structure so it tumbles down the ramp, and drop to aim it into the burrow. Help Alyx mop up Antlions swarming the immediate area.





Head back up the initial ramp, onto the second floor from where you launched the car, and walk around the hole in the ground counterclockwise until you reach another narrow beam and a fallen girder that leads to the structure's third floor. A final hole needs plugging, so head onto the safest flooring and punt a couple of Antlions to the ground.



This gives you enough time to continue in a counterclockwise route until you reach this upper girder that spans across to a small piece of wrecked concrete flooring. Step onto it, turn right, cross the beam, and move to the "Exit" sign.



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Alyx is following you. The exit below the sign is enclosed in a mesh gate. Rotating the wheel left of the gate is impossible and dangerous with Antlions still present; you're attacked and have to let go of the wheel. You must find the final car, and it's behind a gate on a lower garage ramp below you. Move to the gap in the wall above the car, right of the "Exit" sign. Bring out your Shotgun, drop onto the car's roof, then target the Zombine before it rises to its feet. Collect the health if you need it, then move to the base of the ramp, using the wheel to open a second mesh gate.




Shoot the car off the side of the parking lot's second level, over the second car you already plugged an Antlion hole with, and across to the ground floor's far side, into the last burrow opening. With all three holes jammed (in this order, and using the three cars in the order stated), you and Alyx encounter the minimum possible Antlions, and incur the smallest possible damage.

After you finish off the remaining Antlion stragglers, the area is secure. Inspect the ground floor; discover Shotgun cartridges and ammo near the entrance corridor. Up on the second floor, find Health Packs and a crate. Move to the exit gate, and rotate the wheel until the gate locks open. Take the health inside.



Enter the doorway to the right of the exit gate, and begin a careful descent down a pitch-black staircase. A body on the first landing is just that; he doesn't move. When you reach a doorway on your left, down two floors and with a "Danger" sign, stop for a moment.



Ignore the doorway with the "Danger" sign for the moment, and continue to the base of the staircase with your Shotgun at the ready. In the knee-deep water at the bottom, a Zombie Torso flails at you; shoot its crab head, and collect the items from the crate it was guarding.






Return to the doorway and head through, into waist-deep water. Alyx isn't happy about the pungent odor, but there are more important matters to attend to, such as your safety. Peer into the chamber, and notice a barrel near the right wall. Use your Pistol to shoot it, then watch it explode and set off a second barrel. This doesn't damage the Zombies and Zombines lurking here, but in this enclosed space, the barrel detonation keeps you safe.



The reason for your barrel hatred becomes clear after you venture into the middle of this chamber by heading through the gap in the fence on the left side, then turning right, and right again. Train your Shotgun on the doorway, as three Zombines gurgle and rampage out to greet you. Drop them with secondary Shotgun fire, and back up if a Grenade is produced; if you hadn't destroyed the barrels, the room becomes a deathtrap. Stay in the middle until all three Zombine are dead.



Move to the doorway, and peer inside the adjacent waterlogged room. If an explosive barrel is still intact, destroy it, then back out as one or two Zombies trudge toward you. Alyx can handle it if you're low on ammunition.

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Enter the room the Zombies came in from, and locate the steps heading to a heavy door. Open it, and enter a large storage depot that's pitch black. Check the area to the right to find a crate with items and a Flare. Switch off your Flashlight so it can power up, and carry the Flare left, along an open corridor flanked with concrete pillars, to an elevator shaft to one side of the middle of the room. "Oh please, let this be the way out!" Alyx murmurs.





Alyx calls the elevator, and the results are less than spectacular. "Oh crap, no power," she remarks. All that remains now that your Flare has burned out is a sparking wire. "Let's check out where that sparking wire leads," she suggests. Amid the eerie quiet, face the elevator, look up at the wire, and follow it right, along the perimeter wall, continuing right until it disappears behind a crumbling wall. Turn right, and continue along the concrete wall on your left.

You pass an explosive barrel. You still hear no sounds. Move forward and locate a pair of thick steel double doors with a wooden beam clamping them shut. Produce the Gravity Gun, and wrench the beam away from the doors.



We have hostiles! As soon as the double doors swing open, three Zombines greet you with Grenades and filthy claws. Back up, and blast them with both barrels of your Shotgun, and prepare for some ferocious combat in the dark. Here are some plans of attack.



CORPSE CULLING AT THE ELEVATOR

Deal with the Zombine behind the double doors first, making sure you're helping Alyx with her aim; shine the light on the foes with whom you want help.





Use Flares, which are scattered near the elevator and inside the double doors, to light up Zombies. Switch off your Flashlight because it attracts Zombies. Pick up a Flare, and launch it into any enemy you see. The additional light comes in handy.

Alyx is mission-critical personnel as well as a close personal friend. Listen to her shouts, and never leave her unless you are looking for health. Help her out if more than one enemy is attacking her!





A new type of undead entity–the Fast Zombie–thrashes about in the darkness; attack this first unless a Zombine is in the area.



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Take care that you aren't swamped in the pitch blackness; back away from Zombines carrying Grenades, and use the barrels, gas tubes, and Flares to create a burning foe. Recharge your Flashlight. If you go dark, Zombies will appear and swarm you!





The Fast Zombies follow you doggedly, but you can have fun with them. Move to the junk rooms in this chamber's far-right corner (assuming you're facing away from the elevator), and slam paint pots into them for a messier-than-usual demise!

ENTITY ENCOUNTER

FAST ZOMBIE



Until you encountered the Zombines, this was the most frightening of the mutant undead. These Fast Zombies have been flayed, and their dripping corpses commandeered by the Fast Headcrab you witnessed earlier. Because they are so quick, stand your ground and fight; don't run. The only real way to bring them down is with a punted object to the head, or a single shot by a powerful weapon (such as the Shotgun's secondary fire function).

BACK ON TRACK: ELEVATOR SUMMONING



The plan is straightforward; after you defeat the three Zombines behind the double doors, enter this generator room and restore the power. It doesn't switch on the lights, unfortunately! Backtrack to the elevator (the only light source in the chamber), and wait for the elevator to arrive. Stand at the elevator gate and wait for it to open, fending off a dozen foes. "The elevator's almost here...." Alyx yells. "We just gotta hold out a little bit longer!"

CAUTION

There's little point in traversing this gloomy chamber in the hopes of picking up items; Health Packs and ammunition are scattered about in the corners, but the hostile forces never let up. You fight them until you board the elevator or succumb to their fetid claws!

Alyx automatically dashes into the elevator and waits for your arrival. Although the area is enclosed, it's a good spot to finish a few final foes. When you both enter the elevator, Alyx slams the doors closed and presses the "up" button. The Zombie carnage continues back in the black chamber.









The elevator rises, much to Alyx's relief. From the black chamber, the elevator rises past masses of broken concrete to an intact level, where a group of citizens made a valiant stand at the elevator. Without power, they were savaged into little more than bloody offal.

The next floor up has bright light streaming in from the left, and an Antlion on the prowl. A floor up above that has a Zombie banging on the elevator gate, thankfully to no avail. The elevator comes to a stop on the tiled floor near the surface; you're almost outside the nightmarish sublevel of City 17!

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URBAN FLIGHT

OVERVIEW

Escape the city before the core reactor blows. This is easier said than done, but it isn't impossible. There are hardships to endure, such as the rambling that Doctor Kleiner is forcing the remaining pockets of humans to listen to. Head across the city, employing your Antlion burrow covering technique, and take down squads of Combine still attempting to restore order. They aren't having much luck, but the streets are still filled with them, and other dangers such as Zombines. Continue street by street, paying special attention to your nimble combat prowess when a rampaging Antlion Guard spots you, then proceed to the center of the city sector where Barney Calhoun is leading humanity's remnants to the train station. You're asked to rendezvous there after trawling through a hospital, complete with a rooftop battle with a Gunship and visits to numerous ex-patients, who are decidedly more unwell than when they were admitted.

INVENTORY PICK-UP

- Crossbow
- Infinite Ammo Crate
- Rocket Propelled Grenade Launcher

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Doctor Isaac Kleiner (via BreenScreen)*
- Hedy Lamarr (via BreenScreen)*
- Resistance Citizens*
- Rollermines (Hacked)
- Barney Calhoun*

ENTITY ENCOUNTER
HOSTILES

- Combine Soldier
- Antlion
- Zombie
- Rollermine
- Poison Headcrab
- Combine Zombie
- Zombie Torso
- Combine Dropship
- Hopper
- Barnacle
- Scanner Type I
- Combine Gunship*
- Poison Zombie*
- Sentry Gun*

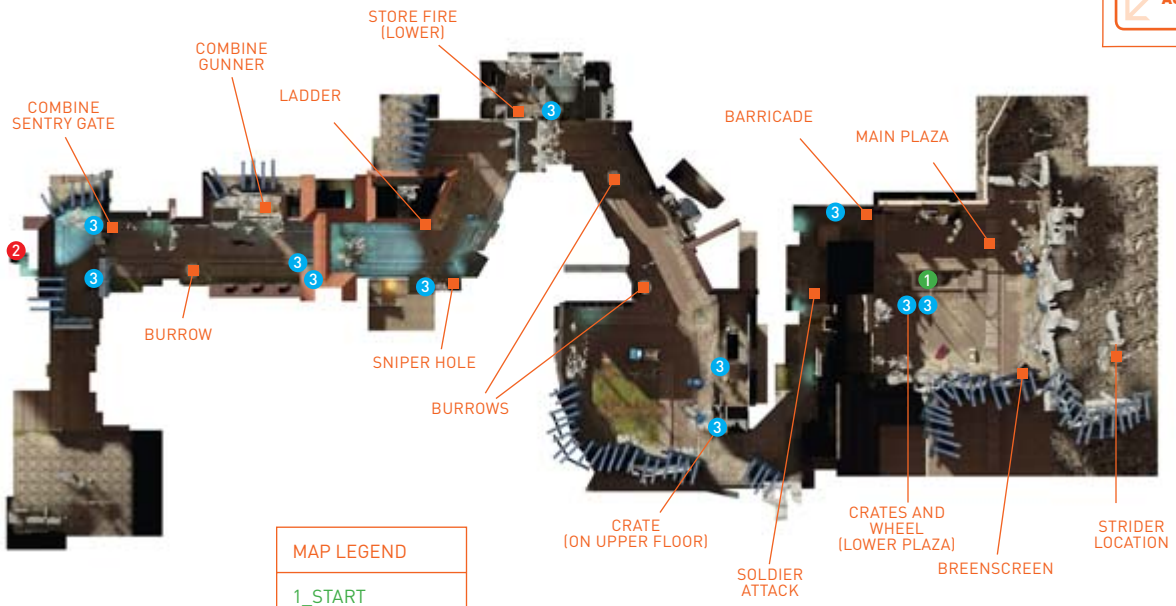
*** Indicates first exposure to entity**

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"...AS WE STRUGGLE OUT OF THE SHADOW OF OUR MALEFACTORS, WELCOME BACK TO THE LIGHT."

MAP 10

CITY 17: GRAND PLAZA AND COBBLESTONE STREETS







"I can't believe this." Alyx has run to the far end of the refuse-filled plaza and is checking the gate. "No, no, no! It's locked!" Move toward the gate, and inspect the structure. It's quite solid. However, to the right, there appears to be a notch that a wheel could fit in. Peer up the steps, and a group of citizens runs past. "Can you let us out of here? Hello!" Alyx yells. The citizens disappear. Check the plaza for a method of escape.



Turn right, and head back toward the elevator gate, but check the wall in front of you. There's a barred gate with a wheel crank leading to a small storage room packed with boxes and crates. Rotate the wheel until the gate locks into place, and begin a rampaging demolition of all the boxes.

Smash all the boxes and crates that are destructible (there's quite a stash of items here), and suck, turn, and repel the unbreakable boxes into the plaza. During your smashing time, look for a red wheel crank in the far-right corner. Pick it up, and take it back to Alyx.





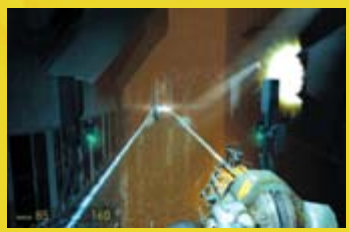


"Come on, Gordon, crank that thing!" Alyx shouts. Slot the wheel to the notch and furiously open the gate until it locks. Then head up the stairs, into what was once a grand plaza. Look to the skies: "It looks like the Citadel is starting to flare up again," remarks Alyx. Greenish lighting crackles from the top of the tower. Step onto the main open plaza grounds, and witness the incredible destruction of the recent Street Wars.

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ADDITIONAL INVESTIGATIONS



Turn to the right and look up, and you'll see a "BreenScreen," but with a new face peering down at you. It's Doctor Kleiner! He's reading out a statement, and it appears to be on a loop:

"Fellow citizens...residents of City 17 and environs... by which I mean sentient residents, of course, human and otherwise, although I believe there is little need to explain recent developments to our Vortigaunt allies... at any rate...

"First, as a matter of great urgency, if you find yourself still within the confines of City 17, you are well advised to leave the city at once by the fastest means available to you. We have restored service to much of the commuter transport system in order to carry citizens out of the city as quickly as possible. We have also established camps and triage areas in the surrounding environs. I repeat, you must evacuate the city at once. While there was certainly a great benefit in destroying the Citadel's teleport core, we have detected one rather unfortunate side effect. It would appear an inevitability that very soon now, the Citadel will be consumed in a destructive event whose magnitude I cannot currently estimate with any certainty, except to say that it will almost certainly irradiate an area of many miles' radius. Therefore, I repeat, evacuate City 17 at once if not sooner! I cannot state this without enough undue emphasis!

"We must make the most of the time we have, as it is by no means certain how much time we have secured ourselves before the Combine attempt to restore their dominion, as they certainly shall. Since this is in fact the first opportunity we have had to speak openly of the baleful influence of the Combine, there is much ground to cover–and in fact I hope to institute a series of useful bulletins in the days ahead. However, for now, we will have to content ourselves with some relatively meager exposition. The destabilization of the City 17 reactor has had repercussions that were not entirely unexpected, although we hardly dared speak this hope ahead of time. The destructive pulse forced a damper on the entire network of linked Citadel reactors. Thus, for the time being, I believe that all Combine portals have failed completely, as well as all communication systems based on that technology. In short, the Combine are completely cut off. Combine forces currently stationed on Earth are now isolated units. Stranded. However, this is most likely a temporary state of affairs. As we once learned to our dismay, even the relatively tiny fracture at Black Mesa gave our enemies an opening which they were able to force ever wider, as they poured through in greater and greater numbers. In addition to the completely xenotheric species, there are many modified post-human allies still remaining on Earth who will be doing their utmost to re-establish lines of communication and supply with the larger forces.

"Even so, there is greater reason for hope now than at any time in the past decade. We have made, in secret, several technological advances which we will do our best to deploy in advance of the Combine's return. We continue to diligently assemble and train a new generation of scientists and technicians. For what the Combine fear the most is not any tangible human weapon, but our will, our intellect, our ability to respond selectively and rationally to every terror they turn against us. We place our firmest hope in the human spirit, even knowing how easily it may be shattered. We have all seen friends and family crushed by the Combine. Some of our neighbors have allowed themselves to be co-opted, and purged of their humanity, by the military machine. And those who resisted have met a most terrible fate. Still, I cannot overstate how important it is that we retain our humanity. Only this will allow us to hold together as we must for their inevitable return...and what is certain to be unimaginable retaliation.

"And...oh yes, if you missed any part of this message, it will loop repeatedly until there is no point in looping it any longer. I apologize for any inadvertent errors or omissions. Let me just add to all those who can hear me now, as we struggle out of the shadow of our malefactors, welcome back to the light. Now... where did I put that calculator...?"



NOTE

If you watch Kleiner's rambling speech all the way to the end, you'll glimpse and hear a scuffle between Kleiner's pet Headcrab, Hedy Lamarr, and a desk lamp. "Careful, Lamarr!" Kleiner admonishes his pet, "These lamps are quite hot!" It appears the beast is attempting to "mate" with the light source.

During Kleiner's waffling, you can quickly survey any exits in this rubble. In the distance, a Strider maneuvers down a road, but it's too far away to pose a threat, thankfully. The rest of the plaza is filled with wreckage, including a Combine APC.



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ENTITY ENCOUNTER

COMBINE APC



The Combine Armored Personnel Carrier is a well-armored troop carrier, armed with a turret-mounted rocket launcher. You cannot enter APCs, and this one is totaled. Perhaps Dog was here?





When you've investigated the plaza, you'll discover that all the main roads are blocked, leaving you to rip the corrugated metal off a ramshackle barricade at the back-right area. Tear down the metal sheets enough so you can jump through the gap and head down the road. A familiar beeping noise announces the arrival of a Scanner Type I. Suck it into your Gravity Gun, then launch it into a wall. Check the area for a crate of items.

ENTITY ENCOUNTER

SCANNER

CIVIL PROTECTION TYPE I



These Scanners, which have blinded and harassed you since you disembarked from your first train, intermittently watch your movements now that the Combine is in disarray. If you spot one, the chances are likely that Combine forces are nearby; they are a precursor to a fight with Combine Soldiers. Deactivate them with a slam against a nearby wall.

Head to the end of the alley, and make a left. Another hastily constructed barricade should prove no match for your Gravity Gun. Rip apart a Gordon-sized hole, and step through into a tenement block passage. Alert! A Dropship is passing overhead, and Soldiers have been spotted!







Let ground combat begin! You have around three Combine Soldiers to tackle in this enclosed space, and one of the best ways to rid yourself of them is to punt the refuse bin up the steps so it jams between the fences. Now the Soldiers can't maneuver as easily. With the bin in place, use your Shotgun to quickly target and destroy a gas tube resting near the right wall, and you'll catch at least two Soldiers in the blast. While they burn to death, aim at the head of the third. The Shotgun is great, here, but pushing bins into Soldiers works, too.

INVENTORY ADAPTATION
SUBMACHINE GUN (SMG)

The Submachine Gun, with 60 bullets per clip and a fantastic Grenade-launch secondary fire function, is a rapid-fire, all-purpose weapon. Use it primarily to slay Combine forces prior to picking up the Pulse Rifle. Always check fallen Soldiers for SMG ammunition. Also check whether you've collected SMG Grenades, because you can carry three.

Clear your path, and progress down the passage between the tenement blocks to a large Combine wall. Turn right, wait for the wall to rise, and dart through to a cobblestone courtyard beyond. Step out, around the left side of a patch of rubble with a truck atop it.







Two resistance citizens are huddled behind vehicle wreckage, tackling a stream of Antlions scuttling their way from farther down this street. Approach them near the cars lying in a heap on your left. "Hell yeah, we're with you!" they shout enthusiastically. Move to the far-right side of the temporary barricade they've erected (a crushed car) and peer down the street. Antlions seem to be emerging from a burrow hole across from the left corner building.

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Your friends will surely die under this constant Antlion assault, so use your Gravity Gun and shunt the car on your left, punting it along the cobblestone road, until you reach the burrow hole, and plug it. Now quickly turn left, locating the large tree by the corner building, and shunt a second car into a second hole. This plugs the nearest burrow threats.






"Good job sealing the burrows!" Alyx yells as she joins you. Check behind you to make sure the resistance citizens have defeated any remaining Antlions, then quickly move down the road to the car on the right side. Stop, switch to a firearm, and blast the rappelling Combine Soldier descending the left building. Then use your Gravity Gun and shunt the last car down to the final burrow hole, near the corner of the street. Another Soldier rappels, this time from the right-side building. Alyx shoots at him, and you should finish him off.

LAMBDA
LOCATION



The resistance citizens have far less ammunition that they can just leave in the surrounding buildings, but they've hidden a crate of items in the remains of the corner building near the first truck you saw. Jump up into the flatbed, up the pole, and into a corner floor to claim your goods.




Head back to the resistance citizens by the car wreckage, claim any crates as your own, then return to the location of the third burrow, and turn left. Go down the street to the impenetrable blockade, and turn left. There's a door with a crossbeam clamped to it. Remove the beam with your Gravity Gun, and the door swings open. A Combine Soldier is waiting near some laser trip mines inside what appears to have been a bakery.

Resist the temptation to dash in with guns blazing. Instead, punt a small piece of debris straight at the trip mine, which explodes, killing the Soldier and setting fire to the entire shop floor. Head inside and check the right side. Flames are engulfing some stairs.






Alyx remains in the street while you try to douse the fire. The flames are obviously being fed from somewhere, so move left, down the uneven floor, and explode anything dangerous on the far wall. Head right, through a doorway to an area with a long pipe leading to a gap. Grab a small milk crate and shove it under the pipe, as shown. If you don't, when you walk on the pipe, it lowers like a seesaw, and you can't jump the gap. With the milk crate jamming the pipe, sprint and jump the gap, leading to a small ledge with a gas tank. Turn the valve to switch off the gas.

Alyx rejoins you from the street outside and commends your cunning. Next, you should both ascend the previously flaming stairs to the upper part of this building. Stop at the top, and watch as a Zombie rises and staggers toward you, tripping a laser mine and causing a large explosion.



Leave the crate and ignore the hole in the floor (it leads back downstairs). Instead, dodge the incoming objects hurled by two angry Zombies at the far end of the room. There's little reason to attack these Zombies, as two Rollermines are zapping them at the moment.



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Another Combine Dropship rumbles overhead, this time without a troop container. Ignore it and concentrate on taking care of the remaining Zombie. Alyx usually finishes it off.





A Combine Sniper is readying his aim through the far-left window. After you've defeated all Zombies, return to break open any crates and collect any items. Then take care maneuvering through this part of the room.





The Rollermine is invaluable in the dash across the city streets. Collect it with the Gravity Gun, and locate Alyx. After she reprograms it, head down the stairs (quickly, so the Sniper doesn't get a bead on you), and stop at the street level exit. Punt the Rollermine out into the street, killing any Antlions, and dash across to the right wall corner, then left to the other building side, and suck the Rollermine back up. Now lob it up into the open window.





Once the Rollermine enters the open window, the Sniper is incapacitated and falls to his death. Alyx arrives and climbs the rubble-filled corner. "Okay, Gordon, I'll take the sniper post and cover you for now," she informs you, and she climbs the scaffolding. She surveys the street past the barricade and brings down the ladder on the right wall. Alyx now provides covering fire, and it's most welcome. Jump and grab the ladder, and drop down onto the other side.





Alyx shows herself to be a wicked shot as bullets slam into Headcrab flesh. Expect enemies from three alcoves: on the right wall, near the ladder, and the doorway farther along to the left where three Zombines come running. A final alcove behind you houses some regular Zombies. Concentrate on the Zombines first, using both barrels of your Shotgun. The wide open courtyard allows you to dodge any Grenades. With the fight over, check all alcoves for item crates. Beware of lurking Headcrabs!



Enter the corridor with the dark brown walls, turn the corner, and climb the concrete steps. These lead to two sets of doors, but both are firmly sealed with Combine locks. Continue up two flights of steps until you reach a balcony walkway with boarded up windows on the left side.







Rushing into what appears to be a suspiciously quiet area is unwise; this is a deathtrap. Walk to the middle of the balcony and wait for the Zombie Torso to start scrabbling. Shoot it in the head, then slowly walk to the far end of the balcony. Produce the Shotgun, and start landing accurate headshots on the three Zombies, but back up as a couple of Zombines come running in behind them. These are your priorities, so keep firing at them. With Alyx's help, this ambush is soon nullified.



Before you engage the Zombies, try removing all the boarded planks from the left side to help Alyx's aim. If you're overwhelmed by Zombines during this firefight, retreat down both flights of stairs, out of Grenade explosion range, and wait for the detonation.

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Descend the stairs on the opposite side of the balcony. At the base of the steps, search out a pair of item crates and collect their contents, then move to the small dark room with a door on the right leading outside. There are another couple of crates here.



TIP

The crates at the base of the steps and in the small dark room don't need to be scavenged yet. In fact there's a vicious firefight to come, and you may need to return here to grab what you can. Leave the crates intact until you really need them.

INVENTORY ADAPTATION
FRAGMENTATION GRENADE

The crates you've been breaking, or the Combine you're about to engage, usually drop Frag Grenades, which are devastating when they explode near groups of foes. Remember that your Secondary Attack rolls the Grenade (useful when dropping Grenades off a ledge), while the regular fire lobs it (hold down the Fire button until you wish to throw).

Step through the doorway on the right, and into a long cobblestone street with a Combine sentry wall at the far end, and some scaffolding nearby you on the right. A rusting car is in the middle of the road. Check the far-left street near the tree.





Antlions emerge from a burrow hole near here, but don't attempt to block this just yet. A Combine Soldier up on the scaffolding to your right shoots at you if you move into his line-of-sight. He's your first target; blast him with the Shotgun.





It should take only a second to tackle the Soldier; be quick as Antlions are scuttling your way. Alyx helps with her sniper rifle, so switch to your Gravity Gun immediately and knock the beasts onto their backs so Alyx can take a shot. Begin to push the car forward and use it to knock over more Antlions. Your main task is to jam the car into the hole around 20 feet in front of the tree on the left side of the street, and secondly to knock Antlions back. After the burrow is sealed, back up and deal with the Antlion stragglers.

With the Antlions out of the way, you can deal with the fortified sentry point in front. The gate opens, and four Soldiers emerge, either on the ground or on the ledge above. Move right to the pile of earth, crouch to avoid being struck, and pepper the foes with your SMG.



After you defeat the first four Soldiers, optionally move left and lob a Grenade (a Frag or an SMG one) into the opening, then hide behind the tree. Keep on the move. Dash to the wall itself and attempt to force your way in, between waves of incoming Combine.



Shoot through the gate to halt any more Combine forces from appearing, taking great care to drop the foes on the upper gantry and by the metal steps to the right. Make doubly sure there are no more Combine forces, then leap up onto the gantry and check the cobblestone road.





A few Antlions drop down from buildings and begin to buzz Alyx, who has dropped her sniper rifle and run down the street toward you. Provide covering fire for her, and help her defeat the Antlions that follow her into the fortification. There are approximately four to tag.

Alyx fiddles with the computer terminal to attempt to gain access to a Combine door. A moment later, there's a massive rumble and shaking. "Oh God..." Alyx nods toward the Citadel, now with a fierce electrical storm surrounding its peak, "looks like the reactor's back on track for a meltdown."

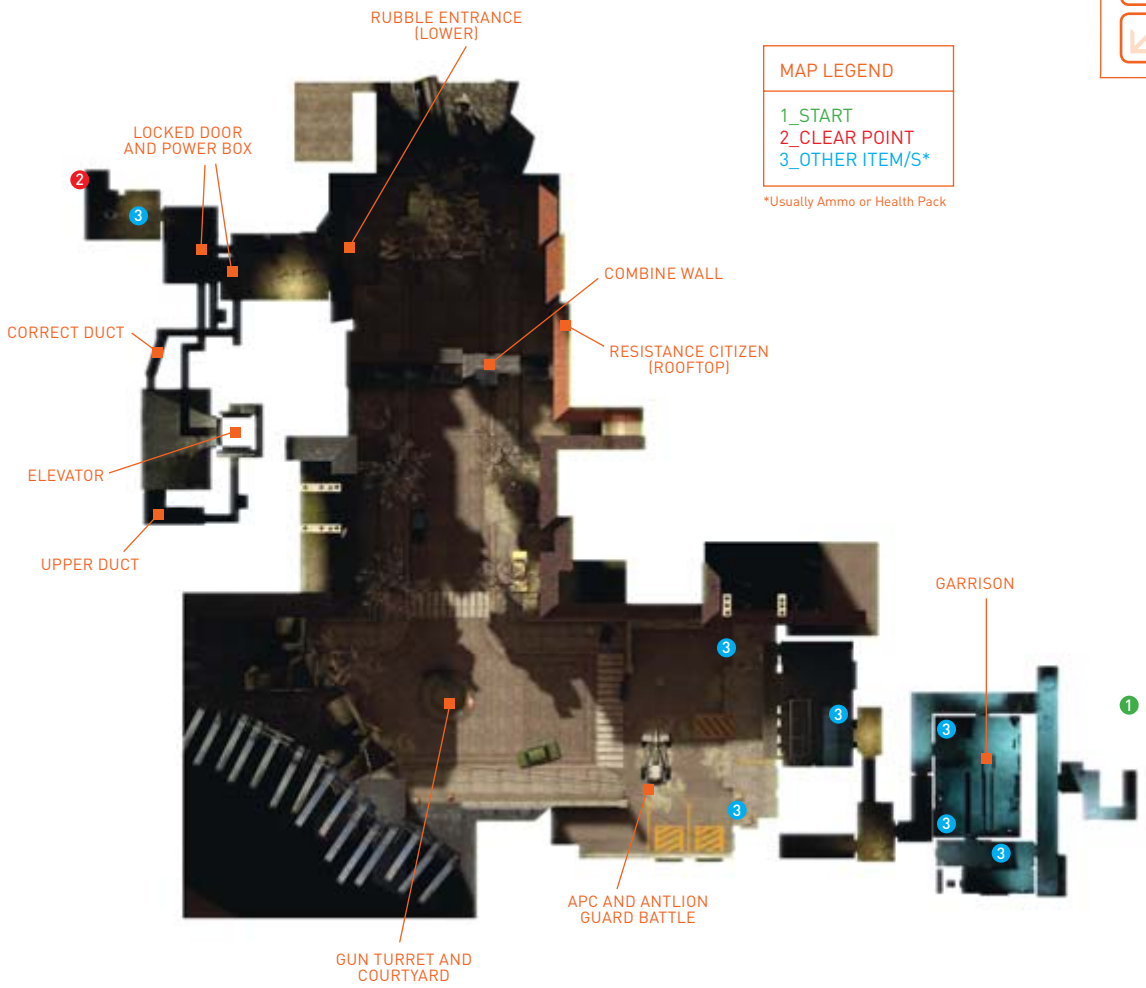


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"WHOA...I THINK WE JUST BROKE ABOUT 50 COMBINE REGULATIONS"

MAP 11

CITY 17: GARRISON AND COURTYARD







Alyx manages to open the Combine door. Take the lead along a winding corridor, breaking open the crates for items, until you reach a long corridor with a window at the far end. Head down this corridor to the opening, and fight a trio of Soldiers. There's a second corridor to purge foes from as you force your way into the Combine garrison. "I think we just broke about 50 Combine regulations!" Alyx remarks as she enters the main garrison chamber.



You can use your SMG or Gravity Gun during this fracas, but don't lob the gas canister in this enclosed space! Optionally bring it into the garrison for the fight to come!

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Once in the main garrison chamber, quickly pluck a Pulse Rifle from the rack, and ignore all other distractions for the moment. Concentrate on the pinging sound coming from the door near the Rechargers. It quickens, then the door explodes, and a few Soldiers attempt to launch a counterattack. Prepare for this battle by lobbing a Grenade to explode just as the Combine enter the room. Place a gas canister in the middle of the room, then back up and blast it with your Shotgun so that a couple of Soldiers go up in flames.

Switch to the Pulse Rifle and cut down the flaming Soldier, and any other enemies hiding behind the forced door. Take a moment to completely ransack the garrison, filling up your suit, ammunition, and health. Then step through the door the Combine exploded.



INVENTORY ADAPTATION

OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR)

An exceptional rapid-fire variant to your SMG, the Overwatch Pulse Rifle is an impressive piece of Combine manufacturing issued to some of its Soldier classes. This is a viciously powerful weapon featuring extremely hard-hitting pulses, a quick reload, and a secondary fire that's second to none.

Weave through the narrow stone corridors, using Grenades to bounce around corners and defeat any remaining Combine soldiers. Make slow progress as enemies are around every turn. When you spot the radiator on the right wall, prepare to enter the doorway opposite.



Switch your Flashlight on, and enter the small interconnecting rooms. By a door, a Soldier waits. Sidestep left and demolish the explosive barrel to his right for a satisfying kill (better than using the Gravity Gun as this space is very enclosed). Head onward.



Open the door and head up a small flight of steps, around to the dead corpse of a resistance medic, and collect any items you see. Pass the corrugated barricades on the left wall, and drop down into a courtyard storage garage. Across from you is a large courtyard.



CAUTION

The following battle is extremely difficult, and it is wise to save your progress prior to engaging the Combine and more monstrous entities in this vicinity.

TIP

There are many methods of defeating this Antlion Guard and its brethren, but the following is the optimal plan, although it relies on quick maneuvering and could take multiple attempts.

Stay inside the enclosed area, watching a Combine APC and Soldier squad attempt to engage a giant pincer-footed beast. The Combine forces come off second best as the beast systemically crushes them, before ramming the APC to finish it.





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ENTITY ENCOUNTER

ANTLION GUARD



One of the most feared creatures outside of the Combine Citadel is the Antlion Guard, also known as the Myrmidont. It is an enlarged genus of the Antlion family, sporting more earthy tones and a larger elongated head. It scuttles quickly across any surface and relies on its head to smash targets, creating blunt trauma damage. You can kill this beast if you shoot heavy objects into it, use high-explosive weapons or barrels, or enlist help from Alyx to fire on it from her vantage point.

If you didn't attract any attention during the combat, and left both sides to fight it out, you only need deal with the Antlions and Guard, and the Guard will have suffered some damage from the APC's rockets. Now it turns its attention to you; make sure you can sidestep!



The first tactic is one you've tried previously during your stay at Nova Prospekt: Pick up an explosive barrel and punt it straight into the body of the beast. The only problem here is that Antlions are constantly swarming you too; try knocking them off their feet for Alyx to shoot, then immediately grab a barrel and launch it.





Standing in enclosed areas is a terrible idea. Keep moving, keep away from corners, and head here only if you want to take the two Health Packs. Otherwise, stay away from dead ends. If you're collecting explosive barrels, suck them out of the dead end as you flee from the Guard, then return and grab them. Alyx stays on her gantry platform, shooting.

Circle-strafing is a key to success. Once the barrels run out, or you're having trouble using them due to the Antlions buzzing you, switch to a powerful weapon such as the Pulse Rifle or Shotgun, and pepper the Guard with damage. It takes some time for it to react to this minor damage, though.





Where you place yourself is also key to your health. There's a gun emplacement in the courtyard, but don't use it or you'll be rammed to death almost immediately. Instead, use it, and trees, as a block between you and the Guard: It can't charge you as these objects are immovable. Try this with the APC or cars and you'll be crushed as the Antlion rams these into you.

Trying to block the Antlion burrow holes isn't really a feasible plan because you're suffering constant bombardment from the Guard. Make taking down the Guard your focus. Double Shotgun blasts, the SMG Grenade, and barrels are your best takedown weapons. Eventually the beast falls.







As soon as the Antlion Guard crumples to the ground, make burrow sealing your top priority. Rush to the gun turret, and look around the courtyard for two cars. While Alyx commandeers the turret and deals with the Antlion problem, punt a car down into the burrow hole on the left side of the outer courtyard, then return and complete the sealing with a second car, shoved into the burrow on the opposite side. Don't rest yet, though!

Move to the turret Alyx used to cut down the Antlions, and after you destroy the last straggler, train the turret on the far building and sky above. Shoot down two Scanners then a trio of Soldiers from extreme range as they attempt to fire on your position.





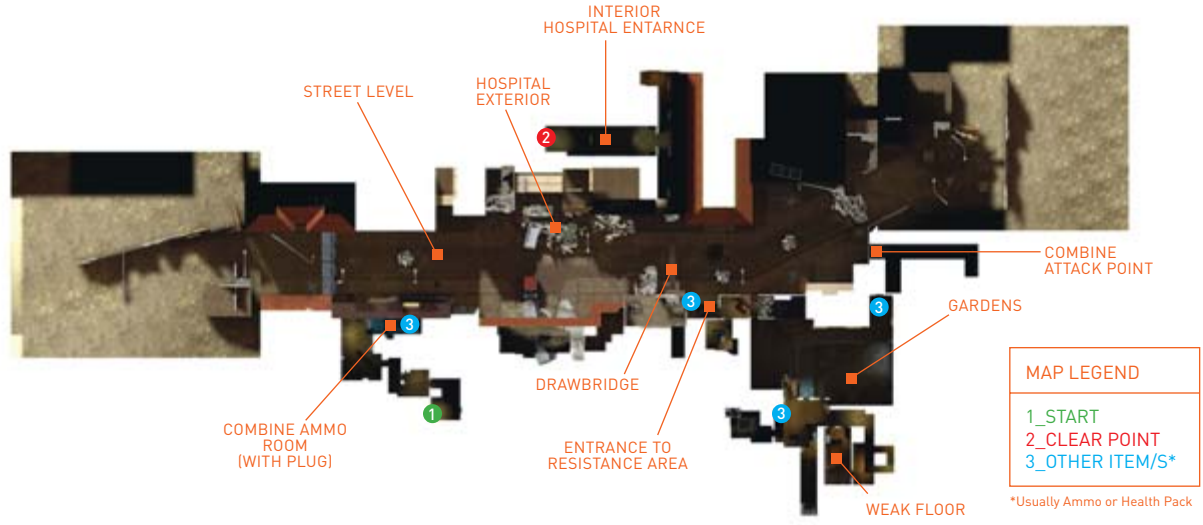
Now move toward the Combine fortification across the cobblestone courtyard and pass through the open gate. Two Soldiers appear out of the rubble ahead. A second later, a rocket detonates in their position, killing them both. A resistance citizen has shot them from the rooftop behind you.

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"FOR THOSE SO INCLINED, NOW WOULD BE AN EXCELLENT TIME FOR PROCREATION."

MAP 12

CITY 17: TENEMENT BLOCKS AND HOSPITAL EXTERIOR



The rubble leads to an opening in the building to the left, so head down into a basement storage room, and shoot the explosive barrel opposite to clear the area. Carefully edge forward, as the explosion has revealed Hoppers; deactivate them by picking them up and throwing them away.





Once the room is cleared of Hoppers and debris, head into this chamber's darker recesses. Ahead is a firmly sealed door that needs electrical power to open. Locate the low duct in the nearby wall and climb inside.





Follow the duct until you spot a rung ladder, and climb over it, but use the map in this guide to figure out the preferred route or you'll fall through a loose grid, back into the room where Alyx waits. The duct you're looking for is long, bends slightly to the left, and ends with a clear view into a gray room beyond. Carefully edge forward until you're near a grating in the duct ceiling, as shown.

CAUTION

This area is fiendishly difficult to negotiate, and it's wise to save your progress before entering this trap-filled elevator shaft!





Execute this next task with incredible precision! Suck the ceiling grid and drop it or hold it, but don't punt it. Then edge forward and stand up as the entire duct comes crashing down, exposing an elevator room filled with explosive barrels and trip wires! Place the grid down on the top of the duct you're standing in, making sure it doesn't slip off. Now jump carefully onto the top of the duct behind you, then up onto the top of the explosive barrels, and across, over the lasers.

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Don't dive into the elevator just yet; slow down and inspect the elevator car before you step in. The corpse should give you a clue that the elevator isn't safe, and indeed, the loose grating in the ceiling is another pointer. Shoot the grating out and step into the car. It promptly hurtles downward, into water! Quickly swim up through the hole in the ceiling to the surface. If you don't, you'll be trapped as the elevator slowly sinks. There's no other way out once you're underwater!



TIP

There's a second way to exit the elevator car. Run inside, and as soon as the car drops, leap across the outer sill and over it, landing on a ledge in the shaft, near some Health Packs. This is much more dangerous, as you can be caught by the falling elevator and severed in half!

While bobbing in the water, at the same level of the elevator shaft that you entered, look up to spot three Barnacles. Your exit is at the top of the shaft, and you can hook yourself to a Barnacle tongue, ride up, and check out the area. Shoot the Barnacle before you're eaten, and the other Barnacles too.

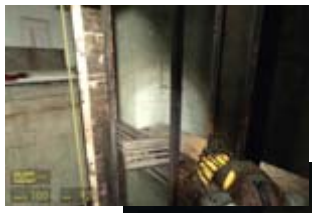





The proper way to exit this area is to stand in one corner of the shaft and aim at the barrels inside the room beyond. Wait and listen until all of them have exploded, and then enter the room, looking for a doorway leading to a small storage room with a broken window. Switch on your Flashlight and peer through the window. A Poison Headcrab leaps at you, so destroy it quickly.

Step into the tight room, and look left at an explosive barrel and a duct that's too high to reach. Optionally explode the barrel, using the corner to shield you, then maneuver the table under the duct, leap on it, and enter the duct. Take the health before you crawl inside.






There's only one route to take through the duct, so carefully clamber around to the next level and break the grating, peering down into the elevator shaft. Step out, and you're back at the same level as when you stepped into the elevator. Ignore the room filled with barrels, and instead check the narrow ledge for a ladder. Climb the ladder onto a girder, and work around until you spot another duct below you.




Shoot off the duct cover, drop down, and enter the duct. Proceed until you reach a hole in the duct below you. Don't drop down! Instead, use the cover and shoot it into an explosive barrel below, or shoot the barrel with a firearm. The ensuing explosion removes most of the debris. Drop down and locate any Hoppers that are primed and ready to go off. The power box is on a wall in this chamber; switch it on, and the door opens. Alyx comes running in.

Take the only available exit, entering a small connecting chamber, and another that darkens considerably. Switch your Flashlight on, locate the wall with the graffiti, turn left, and stop when you reach this basement storage room. Suck out the crate of items and open it.



Then step back and shoot the barrel, tripping the laser wire and blasting debris around the room. Make short work of the Zombie Torso, and then remove the Hopper from the ground, shooting it toward the barrels on the opposite side of the room. When the smoke clears, check the lockers for ammo and health.



Step around to the soot-filled staircase, and you hear the familiar pinging sound; the Combine lock is about to blow! Back up into the room, and roll in a Grenade as the Combine head downstairs to intercept you. Then bring firepower around the corner, and take down the two or three Soldiers on the steps.



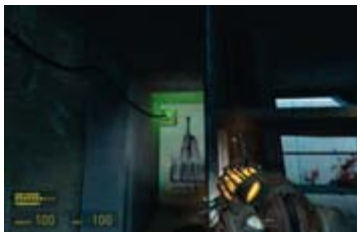
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There's a force field behind you, so head up the stairs, and tackle one remaining foe in the small garrison room the Combine have constructed. Shoot through the crate into the Soldier if he hides. Then inspect the room thoroughly for items in crates and weapon racks. You can pick up a Crossbow here.

INVENTORY ADAPTATION
CROSSBOW

The Crossbow is the ultimate in stealth-sniper weaponry. Although the available ammunition is loaded singly, and you may carry only a maximum of 20 bolts, the results are impressive. Primary attack fires, while secondary zooms in on a target at a greater ranger than your suit. When you want to view potential ambush points ahead, and can spot an enemy at extreme range, use this hard-hitting, single-strike takedown armament.



The force field is still activated, and there seems to be no way out until you use the Gravity Gun to pull the green plug from the corner. This deactivates the force field, allowing you access through a series of small rooms, and out of an outside basement doorway.





Charge up the steps onto a large street with multiple hostiles, two of which are rappelling down near you. Suck the Hopper and lob it at them to clear the immediate area, but watch for incoming Grenades! Dash up onto the street, and use the car wreckage as cover, tackling a foe or two to your right, then step out along the right side of the street and engage another Soldier hiding in a small building alcove. Use the wreckage as cover. Head toward the dilapidated hospital.



You can hear shouts and battling ahead. Run toward a section of street with a few resistance citizens running across a drawbridge above you. Help the citizens by running toward the gunfire.





Strafe the area with SMG fire as you move to a cover spot, ideally on the right side of the street, and use your suit zoom or Crossbow to pick out a couple of foes dug in a patch of rubble. Your Crossbow defeats them quickly. Make sure no more foes are on the left side of the street, then plow ahead, turning right and blasting a Soldier at a small gated alcove, and ahead behind a car on the main street.



Clear any remaining stragglers, then run to the far end of the street, and listen for the Combine lock pinging. Just before it explodes, lob a Grenade to greet the incoming enemies, then move to the right side, and cut down the forces as they run out.





After defeating these forces, spin around, deal with a final foe in the alcove with the explosive barrel, then rendezvous there with Alyx. The gate opens, and a citizen greets you. "We're trying to get enough people together to force our way through to the train station!" he tells you both.

Follow the citizen as he moves down a corridor, across a courtyard, down into a garden, and up a few steps to a door. On the way, check the area for item crates. The citizen bangs on the door, giving a password no one would ever think of using!



You and Alyx enter a resistance house with a map of City 17 on the wall, and Kleiner broadcasting on the television. Alyx denies full knowledge of this twittering scientist, and you are urged onward. Once you've heard enough of Kleiner, exit via the door opposite.

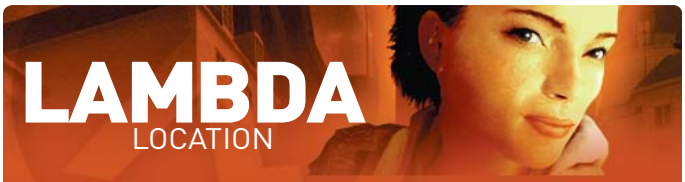


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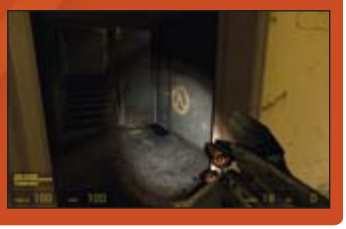
ADDITIONAL INVESTIGATIONS

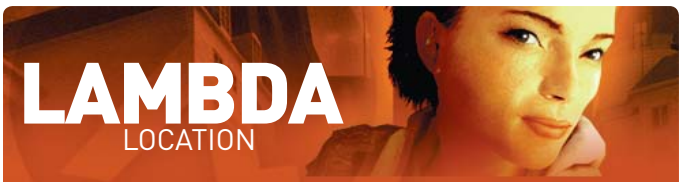
Kleiner's rambling continues with a rather technical description of how the area must be repopulated: "On a lighter note, if you are already in one of our designated safe zones, I feel obliged to point out that a more fortunate side-effect of the reactor's destruction is the complete removal of the Combine's reproductive suppression field. Previously, certain protein chains important to the process of embryonic development were selectively prevented from forming. This is no longer the case. For those so inclined, now would be an excellent time for procreation."



LAMBDA LOCATION

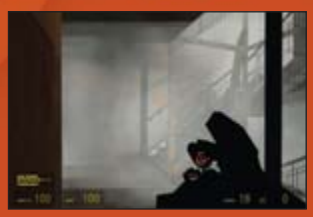
On your way out of the room, note the Lambda logo on the wall. This leads to a tiny storage room where you can get health.





LAMBDA LOCATION

Step out onto a staircase, and head upward to the smoke-filled landing; the only way you can continue. Note a second Lambda logo scrawled on the staircase wall. Do not head up there expecting items though; a Combine rocket has crashed and flaming Headcrabs descend on you! Shoot them all immediately.



Turn around and suck the wooden beam off the door opposite, and open it. Inside is a partially constructed wall with two slumbering Zombines in the passageway beyond. Drop them with quick gunfire before they produce a Grenade and charge you. They are both on the ground to begin with.





Head through the doorway and into a room on the right. There's a bed frame and some Health Packs and Suit Battery items on the floor. Do not advance and pick them up; the floor is weak! Instead, move to a safe position, and roll a Grenade through the gap in the floorboards.



A second later the floor is blown upward as the Grenade detonates, causing massive harm to the Zombies down below who were waiting to gnaw on your appendages. Now step to the right and move to the edge of the hole. A Zombie should still be alive, so finish it off, then move along the right edge of the room, and finish the foe that was lurking under you. Meanwhile, Alyx moves into the room and heads to the doorway on the left.

A Zombine breaks the poorly hammered wooden beam and tries to end it all; blast him in the head until it detaches. Back up or fall into the room below if a Grenade is produced. An alternate method of Zombine disposal is to roll a Grenade in from the left side of the room before he sees you.



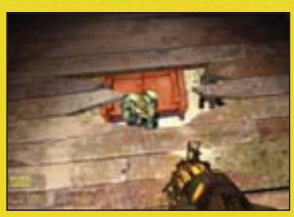
You can exit via the Zombine doorway, or drop down into the trap room with the gooey remains of the Zombies. Pick up the Health Pack and Suit Battery, then remove the wardrobe from the door, and head through into a corridor with another door at the end. Remove that beam, and enter.





ADDITIONAL INVESTIGATIONS

Before you race up the stairs, check this area for a darkened room with a small hole in the floorboards. Beneath you is the room with Kleiner's television. Without you or Alyx present, the resistance citizens are far bolder with their chatter, which is sometimes downright shocking!



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When you're done here, head up the stairs, along a corridor to a door with a viewing hatch. Your old friend, Barney Calhoun, greets you from the room beyond! He opens the door with a grin, and after pleasantries, he lets you in on his plan: making a push to the train station.



A guard at the window shoots down a Scanner, prompting a quickening of the explanation: "Looks like we're gonna have to cut a path through every chick-enshit Metro Cop who's having second thoughts about defending City 17!" Barney beckons you to the mechanical drawbridge.



"The best thing you can do is run defense. Across this bridge, over the rooftops, is a safe path to the station." Barney then produces a rather familiar item. "Before you go, I was getting tired of carrying this around!" He hands you the Crowbar, and sends you across the bridge.



INVENTORY ADAPTATION
CROWBAR

It's more of a symbolic gesture than a useful weapon, as all of the Crowbar's functionality can be employed more effectively with the Gravity Gun, except for bludgeoning foes in the head. You can swing the Crowbar quickly with a swift stabbing motion at any nearby enemies, and you can break wooden barricades with it. Use it only if you must.



Cross the bridge, and drop down into the room beyond. Go left, to a small metal crossing with a piece of wood blocking your path. Crowbar it to pieces, then cross the metal bridge. Look right to spot a gigantic Combine Gunship.

ENTITY ENCOUNTER
COMBINE GUNSHIP



Combine Gunships constantly patrol the city, and you are currently ill-equipped to deal with them. They are susceptible only to rockets. Their prowling sensors soon pick up your signal, and their rapid-fire cannon is devastating, so hide if you're fired upon, and bide your time until retaliation!

Produce your best Headcrab-culling armament, and head for the steps. Blast a couple of Headcrabs here, and another on the corner after the stairs. Weave through another corridor, and prepare for three more Poison Headcrabs that are nestled near the body of a Poison Zombie who looks even worse than normal. Kill the Headcrabs at the entrance; there are more entities to worry about on your left.



ENTITY ENCOUNTER
POISON ZOMBIE



A death too hideous to contemplate is being a host body for up to four Poison Zombies. Bent over double, the corpse moves slowly, but it takes colossal punishment (you need at least three Shotgun blasts to bring it down) and has a nasty close mauling attack. Back up and attempt to burn the host, then deal with the Headcrabs individually. No fire? Then scenic items or Shotgun blasts work well.

Be sure all foes in the room are defeated before you enter. When you do, sidestep facing left, and blast the explosive barrel quickly. If you don't, you'll have two Zombines charging you, usually with Grenades. If a grenade is dropped, fight to an exit immediately!



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Exit to an exterior balcony, and wait for the Gunship to pass overhead. Bring out your Crossbow, and face the drawbridge. Peg the Soldier on the rooftop to your right, then suck the wooden block (or splinter it with a Crowbar) to lower the bridge.





Head across the bridge, charging and blasting the Soldier waiting to ambush you on the other side (a well-placed Grenade can do the job without you being wounded). Step into the corridor beyond, and make a left turn into what appears to be a large hospital.

"SO MUCH FOR MEDICAL SUPPLIES...I FOUND A SHOTGUN!"

MAP 13

CTALNOHAP (HOSPITAL) COMPLEX



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You must maneuver through the interior of the hospital you passed in the street, so head down the first two corridors, trying all the doors. The only one that opens is marked "Storage." Enter through, and watch the Gunship fly past the window at the far end.



Check the left wall for a doorway at the end of the corridor, and peer inside. An extremely long corridor is ahead, but first you must negotiate the laundry room. Make short work of the Zombie staggering at you, then move into the room to the "Exit" sign.







Check the laundry lockers for health and ammunition before you leave, and step out into the long chamber. In the distance, a pitched battle is being waged between Zombies and Soldiers. Ignore that for the moment, and instead pin yourself to the right wall. A gigantic Gunship is taking potshots at you. You can't harm it (yet), so stay close to the wall, and pay attention to the walking dead about to smother you. Plug the Headcrab with bullets.

With Alyx behind you, edge forward to the double doorway, and watch as a Soldier tackles his zombified brethren with pistol-whips. Keep out of the fight, or you'll have to engage both. When one yields, cut down the other, either with a bench to the face or gunfire.



That Gunship is still tracking you, so step into the next corridor partition and peer ahead. Another fracas has erupted. Check for threats nearby, then launch a bench all the way into the next partition. It triggers a laser trip mine, devastating the area without damaging you and Alyx.



With the laser mine tripped, most of the enemies in the darkest end section of the corridor give up the ghost. Plug away at any stragglers, then quickly check the doorway opposite. There's nothing in the bathroom. Head back to the wall before the Gunship strikes you.





You're looking for this doorway at the end of the corridor. Step inside, past Breen's private reserves (alas, they aren't providing tainted liquid refreshments), and head to the crates of items and the steps at the end. Investigate both.

At the top of the steps is the hospital's attic, a ramshackle, square room with the open sky visible through the crumbling roof structure. You hear a faint humming–it's the Combine Gunship readying an attack! It launches a volley into a resistance citizen opposite you. Race forward, toward the Infinite Ammo Crate.



INVENTORY ADAPTATION

INFINITE AMMO CRATE

Before you drop down from the attic floor, inspect the large chest with the rocket emblem on it. These are Infinite Ammo Crates, and they are constantly restocked with a particular ordnance, in this case rockets. Bag as many as you need, and come back to take more if you wish.

CAUTION

The floor of this attic is horribly unstable, so keep to the crisscrossing support beams unless you wish to fall into the earthen floor below.

The crate's location is paramount for the battle to come; head to the hole where the citizen was standing, and drop down. Near his body is the Rocket Launcher he was carrying. Pick it up and equip it immediately; there's a Gunship to shoot down!



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INVENTORY ADAPTATION
ROCKET-PROPELLED GRENADE LAUNCHER

With only three shots until your ammo is depleted, the RPG's single-shot strikes can't be wasted, but they are devastating. Rockets are launched with the primary attack only; fire once to launch. The rocket is heat-seeking, but not very intelligent, and it's easily cut down by enemy Gunships. After firing, press and hold the Primary Fire button to bring out a laser that you can use to guide the rocket to your target. Use this weapon at range.



The first plan of attack, although optional, allows you a much greater number of aiming opportunities in the battle to come: Stand either on the lower or upper floor, and fire a rocket into the roof structure. Bring down the roof (away from your position) with a rocket.





Continue this roof wrecking until you're out of rockets, then race to the Infinite Ammo Crate and take more. Drop down, and concentrate on demolishing the rest of the roof, then turn your attention to the Gunship. Launch an arcing rocket at the enemy, and use the secondary fire function to trace a corkscrew pattern once the rocket has emerged from the structure. Twist the rocket in a circular motion a couple of times, then aim it at the Gunship. This method of attack is the only proven way to take the Gunship down easily; the corkscrewing doesn't allow the Gunship to lock on and destroy the rocket.



TIP

The following information should prove useful during your confrontation:

- Don't fire the rocket near a wooden support beam, as these don't explode and if you're nearby, you'll wound yourself.
- Destroy more of the roof if the Gunship is completely obscured.
- The Gunship flies around the rooftop in a circular pattern; spin around to get a visual on it before you fire.
- You're safer firing from the lower floor, but it's more difficult to aim.
- Watch your step on the upper floor beams, because it's easy to fall.
- When you launch a rocket, and it passes the roof structure but a beam obscures it, still trace a corkscrew to where you believe the Gunship is, and hope your prediction is true!
- Reload at the Infinite Ammo Crate, and locate health on the lower floor.
- It takes three, five, or seven rockets to defeat the Gunship (depending on your adventure's difficulty level).





Continue this battle strategy until the Gunship is struck the correct number of times. You'll see your success as the machine wobbles and crashes into the roof in a ball of fire. Drop down and step back from the impact point, or you'll be damaged! Alyx comes out of cover to congratulate you; "Jesus, Gordon, you're a real terror! Think it's dead? Maybe you should whack it with the Crowbar just in case!" There's little time to test this theory; the door to the right of the steps is pinging!

That sound indicates three Soldiers are about to charge in. If you're ready for them, you could just stand back and launch a rocket as the door flies open, or lob a Grenade in. Otherwise, equip the Shotgun and defeat the first foe into the room, and pick off the others.



TIP

Before you continue, head back up to the Infinite Ammo Crate and restock your rockets.

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Once the Soldiers are cleared from the doorway, head through to a narrow corridor, and punt the door to the end, so it triggers a laser mine. Move to the end, pick up a Hopper, and lob it to the right, into a small security room to clear more laser mines.





Alyx moves to the computer terminal and deactivates the force field in front of you. She's also found some new weaponry; "So much for medical supplies," Alyx says, racking her new firearm, "I found a Shotgun!" Step on through and look left.

Head down the corridor a few paces, and pick up a Hopper, then punt it to where a couple of Zombies are aimlessly wandering. Charge at the remaining Zombies and take them out with your Shotgun. Alyx backs you up. Spend a moment smashing nearby crates for items.



Alyx's Shotgun skills are impressive, and she can be counted on to blast Headcrabs while you deal with bipedal enemies–an important point to remember. Enter the small hospital room on the left wall, demolishing another Zombie so it doesn't sneak up on you.







Move to the end of the corridor, opening the double doors on your left, and then wait. A squad of Soldiers is currently under attack by the undead, and you're better off watching the action unfold. When a Soldier goes down, advance and blast the remaining Zombies in the initial corridor section. Then move to the junction, and watch with a slight sense of amusement as a Zombine attacks his former colleagues. If you move too close, both enemy types attack, so stay away and mop up the couple of Soldiers that survive the encounter.

Slightly farther down the passage you can set fire to a Zombie or two if you blast a Zombine's Grenade as he raises it up. Stay in the area opposite the "Exit" sign, and tackle the couple of foes heading in this direction. Watch the area you came from; expect a Soldier here, too.



Check the room to the right of the "Exit" sign for an item crate, then move past the offal-stained sign to the surgery room. Out shambles a Zombie, so prepare a volley of shots, or let Alyx carry out the execution. Don't enter the area yet; there's more trouble brewing!



Check the red door behind you with the Zombie banging on it. As you step to the threshold of the surgery room opposite, the Zombie slams the door off its hinges. Step out of the way! Let Alyx blast the beast, and check the room behind the Zombie; there's a crate in the bathroom.





Now enter the surgery. Move around the grotesque operating table, and grab items and ammunition from the cupboards. When you're done, reload your weapon or switch to the Gravity Gun.

Step out of the exit facing left. Slowly maneuver down another T-shaped corridor. Alyx starts firing a little early, and you may spot a Grenade coming. Use the Gravity Gun to lob it back, and take out the Soldiers at the far end. That door is a great piece of crushing scenery to lob!



TIP

A good tactic to try during your hospital infiltration is to create cross-fire opportunities with Alyx. Have her attack from the opposite angle, giving the enemies two choices and less time to react aggressively.

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In the middle of the corridor, a stream of Zombines and Zombies shamble out of the double doors on your right and attack two Combine Elites. Let them battle until you can't stand the anticipation any more, then race in (ideally after both Elites are down) and begin the undead culling!







At least four Zombines and as many Zombies appear from the doorway, so be prepared for a vicious firefight! Avoid the left, white-walled room as there's a Hopper just inside the doorway. This is where the Elite retreats to, so mop it up during the battle. If a Zombine produces a Grenade, which could happen multiple times, back off down the corridor, leaving the foe to explode alone! When the final foe is slain, head to the end of the corridor.

Open the red door marked with the sign "W57" and prepare for some scuttling menaces. Poison Headcrabs (or "venom crabs" as Alyx calls them) are crawling over a corpse, but they turn their attention to you. Switch the Flashlight on, slaughter them, and open the crate in the back room.



Head into another long main corridor, and around a corner to the left. A group of undead ex-patients is gathered around a television set, and unlike previous chambers, there's no in-fighting. Break out the Shotgun or Gravity Gun, and slay them.



Rather worryingly, there's a glass window where three or four more Zombies are clawing, but you can't reach them yet. Instead, enter room "W55" and secure an item crate before opening the door marked "W54" and rolling in a Grenade, flinging a Pulse Rifle orb, or shooting with rapid-fire weaponry. You'll take down the Elite and Soldiers that are in here.



NOTE

The doors marked with a "W" and a number have the name of the associated (and long-dead) doctors under them. Astonishingly, these names match some of the members of a Seattle-based software company!



Check the chamber and any other unexplored rooms for items, then backtrack out into the main corridor, just as the main double doors come crashing down. Timing is everything. Roll or lob in a Grenade just as the doors open, and you'll defeat the regular Zombies, but a Poison Zombie survives. Concentrate on the host while Alyx tackles the crabs.

With the Poison Zombie gurgling his last, step into the room the Zombies were hammering out of, and walk around the corner to the left. The ground gives way, depositing you two floors down into a water-filled basement. If you try to locate Alyx, she's busy fighting more Zombies.







Planning your escape from this water-filled lair involves cunning and bullet expenditure. Start by diving into the water, turning right and following the mesh fence to your left. Swim under and around the stairs, then clamber up them. Prepare a Shotgun or SMG.

Emerge from the underwater steps, and spin around to the right. In the alcove near a corrugated hut, a couple of Poison Headcrabs are lying in wait. Pepper them with shots, then step around the right-side ledge, all the way to a blue exit door. It's locked!

The door needs power, and the switch is on the opposite side of the waterlogged chamber. However, Barnacles lie waiting for you to move along here. Swim and look up, slaying the first couple of them, or stand on the metal platform or scenery and blast them.



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CAUTION

Warning! Your safety depends on you slaughtering every single Barnacle in the room, *before* the power is switched on! If you don't, you'll either be dragged up and eaten, or you will be dropped to your death into electrified water.

Continue to the other side of the room, but look up and inspect every single hole; there are as many as eight clusters of Barnacles stuck to the ceilings of this floor and the one above. Check the area near the pipes, near the corrugated hut, and by the power transformer. Use the Flashlight and ensure no Barnacles are still alive!



When every single Barnacle is slain, bring out the Gravity Gun. Suck the crates above a blue barrel, smash them for items, then bring the barrel out. Swim to the long metal platform on the water's surface. It sinks at one end. Stuff the barrel under so the walkway remains out of the water.



Barnacles dead? Check! Barrel under walkway? Check! Now execute a "dry" run, following the route that's about to be described. When you've negotiated a way from the power switch to the corrugated hut, return to the switch, and pull it. The entire water is now electrified!







You're dead in a second if you touch the water, which is sparking from a transformer. The only way out is to run along the walkway, jump off the end to the walkway piece next to the transformer, and stop. Turn right slightly, and leap onto the pipes above the water, in the middle of the room. Look at the corrugated hut ahead, and leap directly onto the walkway piece and into the hut itself. Crack open a celebratory crate once inside.

Stay out of the water, moving to the corner near the underwater steps, and move along the outer ledge to the now-open door. Take the stairs up to the room above the water, where Alyx is finishing up her Zombie killing. Blast open some crates, and watch the fight.



"Sorry about leaving you alone down there, Gordon. I got a bit swamped," Alyx says, jumping down to meet you. Avoid the holes in the floor (unless you want to fall into electrified water!) and head for the door in the opposite wall. Head into a red-walled corridor with a messy array of corpses.







Walk to the end of this corridor, until the structure becomes a series of rubble-filled patches. Walk to the end and peer down into a square chamber below. Stay at this vantage point and blast away at a Poison Zombie, so you don't have to fight it on the level.

You can use the Gravity Gun to locate a gas tube and fire it at the Zombie too. Drop down into the large chamber, and watch the flaming Zombies stagger about. Run to the broken window and take down a second Poison Zombie; they are your primary targets.

This is looking increasingly problematic. A host of Zombies loll around in the outside corridor, and it's only a matter of time before they break through the doors! There are two entrances; check the weapons shelf and lay Hoppers in front of all exits.



CAUTION

Don't bother heading into the outer corridors and dispatching the Zombies. The one on fire dies without your help, and you're safer in the wider spaces of the main room.

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Moments later, the double doors on one side swing open, and a variety of undead storm in. Concentrate on the two to three Zombines. Use the doors they busted through to slam into them. A door makes a reasonably good shield for the Zombines' Grenades, too.





Keep on plugging away at the Zombines, as they're much quicker. Alyx is likely to be fighting one, so help her out, and retreat to the room's opposite corner if a Grenade is dropped. Another Zombine usually appears through the doors before combat ends.

Exit the room when the undead threats end, and proceed around the corridors to another surgery room with red doors. Ignore the burn victim on the gurney, and instead ransack all cupboards for supplies. Exit via the red door near the computer.







Turn left, and lob a Grenade at the group of bodies, catching a Zombie alight. Finish the Zombie, then run to the end of a long stone corridor. Two Sentry Guns fire wildly at you, so take the door and use it as a shield, and run to the left side of the corridor, by a stone column. Launch the door at an incoming Zombine and finish him with firearms. If he drops a Grenade, sprint back to the end of the corridor and hide from the Sentry Guns. Suck up the Hoppers on the ground, and lob them at Zombies incoming from doorways left and right of a force field.



ENTITY ENCOUNTER

SENTRY GUN



These tripod-mounted Sentry Guns have a 90-degree field of fire facing forward. These weapons are motion-sensitive; when they detect movement from organic beings, the machine guns atop the sentry mounting activate. Fortunately, you can topple them easily.

It is important to stop the Zombies and Zombines before they head into the corridor, or you have them and the Sentry Gun fire to avoid! If you keep the Zombie you're fighting between you and the guns, they fire into the beast instead. Keep those Hoppers flying!



Dash past any Hoppers you haven't gathered, into one of the white-washed rooms where the Sentry Guns can't fire at you. Here, you can blast the undead more easily, although Grenades should be kept to a minimum. Check the white rooms for ammo afterward.





When the Zombies are downed, run to the side of the force field, and pluck a Hopper from the corridor area you can't reach yet. Lob it directly at the Sentry Guns, knocking them over and securing the area. Then use the Gravity Gun to pull the green plug off the left wall, powering down the field.

Stop and search the entire area for any items you may have missed, then move past the upturned Sentry Guns (there's no need to carry them with you; they cannot attack Combine), through a short set of corridors to a door, and a rendezvous with Mr. Calhoun.



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EXIT 17

OVERVIEW

Chaperoning citizens from a stronghold where Barney has gathered the city's remaining human residents to a train station should–according to Calhoun–be completed in stages in case of ambushes. You soon question Barney's plan because the first time you attempt to maneuver through a parking lot and a train warehouse to the station itself, it goes off without a hitch. However, the remnants of the Combine's city defenses soon converge on your escape route, and the four remaining times you take this route, you're plagued with more and more vicious attacks. When the final humans make it onto the train, Alyx selflessly tells Barney to leave without you both; the Combine is focusing on you, after all. Alyx finds a second train to depart the city while you attempt to rejoin her, after the small matter of a Strider battle in an enclosed warehouse space. Only after this lolloping synth beast is slain can you exit City 17. But are you too late?

INVENTORY PICK-UP

- .357 Magnum

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Doctor Isaac Kleiner (via video feed)
- Barney Calhoun
- Resistance Citizens

ENTITY ENCOUNTER
HOSTILES

- Combine Advisor (via video feed)
- Manhack
- Hopper
- Combine Dropship
- Combine Soldier
- Combine Elite
- Combine APC
- Metro Police
- Strider
- Poison Headcrab
- Combine Escape Pod

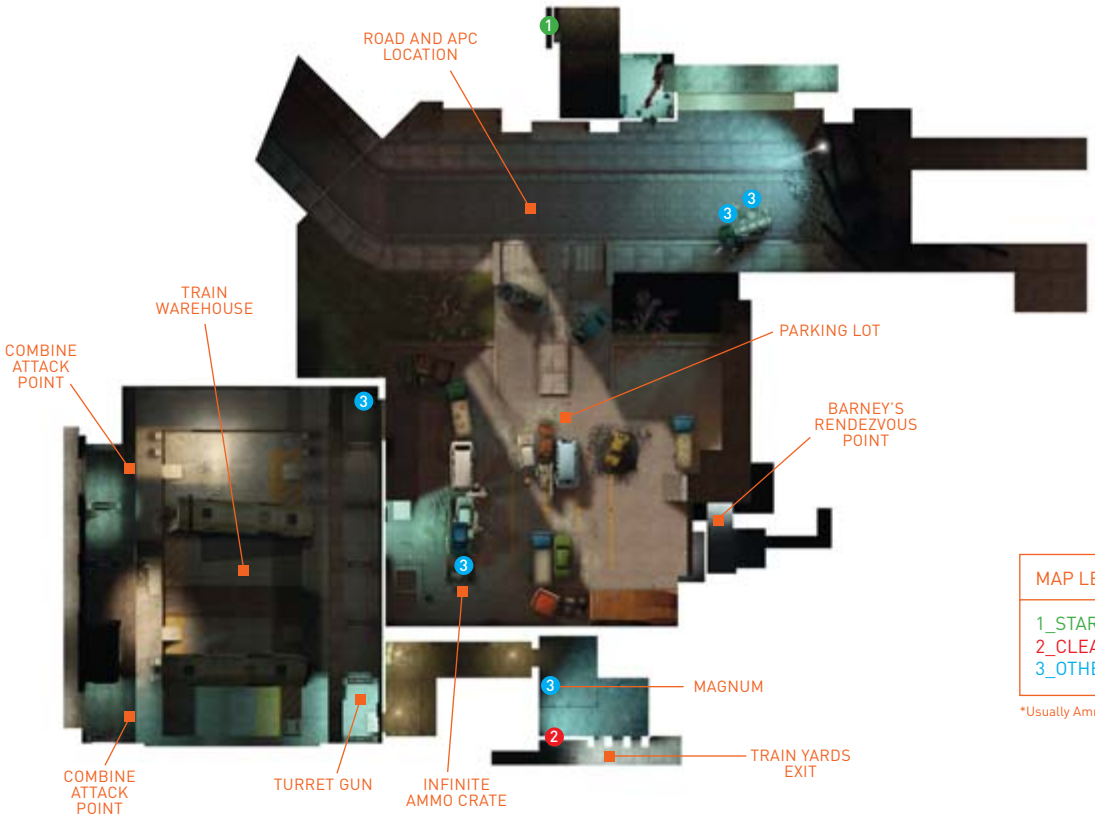
*** Indicates first exposure to entity**

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"GORDON, DEFEND THE CITIZENS! THESE ARE OUR PEOPLE!"

MAP 14

ТЕХНИКА (TECHNOLOGY) COURTYARD AND TRAIN SIDINGS



MAP LEGEND

1_START
2_CLEAR POINT
3_OTHER ITEM/S*

*Usually Ammo or Health Pack

Open the door leading to the hospital exit, and avoid the nasty bloodstain covering most of the floor. A corpse hangs over a wooden beam nailed to the door leading outside. Kleiner's broadcast is halted by the sinister flickering picture of the Combine Advisor. Then the feed dies.



Break through the wooden beams and onto a cobblestone road where an upturned truck has spilled a number of crates. Break them and gather the items you need, then meet up with Barney and Alyx. "Looks like you've got things under control," Alyx shouts.





"Looks can be deceiving," Barney replies. Follow Barney down the grass embankment and into the warehouse on the left.

TIP

The crates the truck has scattered may contain more items than you currently need. However, it will soon be difficult to reach this truck, so use your Gravity Gun to grab any spare items and place them in Barney's warehouse to pick up later.

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Step into the warehouse that Barney moved into, and you'll reach four resistance citizens, who join you as a squad. Refer to the "Half-Lifers" section of this guide for information on controlling your team. Note that the medic offers you health, so use this and don't refill at the Recharger yet.





Step out into the parking lot. Cross it between the wrecked vehicles, turn left, and move around an Infinite Ammo Crate (holding rockets), then make a right up into a small corrugated entrance to a train maintenance warehouse.





Move through the storage depot, stopping to check for ammunition in all the lockers and health under the table. Take only what you need. There's a Recharger too, but don't use it until later. Step out into the main warehouse itself, and drop down under the carriage.

The route through the warehouse is straightforward; head under the carriage that's propped up on the steps, and maneuver under or around the second carriage, heading in a U-shaped route to an "Exit" sign. Alyx is eying a turret gun next to the exit.

Step into a second storage room, and begin to ransack it for items. Turn over every locker, ignoring the Recharger here until much later, and grab all the Health Packs, Suit Batteries, and Magnum shells you can. Head around the corner into the rendezvous point and snag the Magnum itself, on a pair of crates.



INVENTORY ADAPTATION
.357 MAGNUM

The infamous .357 Magnum holds only six shots, has a lengthy reload time, and lacks a secondary fire, which may dissuade you from using this. Ignore these shortcomings; the weapon takes down any pedestrian enemy with a single shot, even at range!

Leave the crates, as you should be brimming with ammunition, and step to the doorway. A citizen thanks you for your help, but there are more to bring back. Alyx is annoyed that all of the citizens weren't brought over at the same time. Then Scanners arrive and are destroyed by citizens on the train carriages in the station itself.



Combine forces have spotted you! Time is of the essence, so run back to Barney's warehouse and secure another squad. Dash out of the storage room with your Gravity Gun prepped, and Alyx takes up residence at the gun turret. A few Manhacks have entered the train warehouse. Use the Gravity Gun to shatter them against a wall.



Keep your Gravity Gun handy as you reach the parking lot. Slam a waiting Manhack or two into the wall. Step out, but check the ground as a couple of Hoppers are primed and ready to explode in your face. Grab and punt them away, then run to rendezvous with Barney. There are two citizens to take.





NOTE

As long as at least one resistance citizen survives the gauntlet run from Barney to the train station, you won't fail this mission. If you manage to get all of the citizens across, pat yourself on the back; no one's doing it for you!

CITIZEN SECURITY DETAIL: SECOND WAVE





Bring out the big gun: the Rocket Launcher, which has infinite ammunition thanks to the crate to your left, and step out into the courtyard. Order your team to move directly to the warehouse entrance opposite. A Combine Dropship is a prelude to three Soldiers arriving. Launch a rocket at the upturned truck and blast it to oblivion, then tackle a foe rappelling down the middle building on the opposite side. You can also use a Crossbow (although the target moves and this is tricky), or the zoom function of your suit and an aimed Magnum slug.

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Gather more rockets at the crate, and step into the storage room. Keep your team behind you in the storage room and face the enemy in the warehouse. Three Soldiers jump down from the upper windows. Plug them with well-aimed Magnum slugs from this distance, then point your team at Alyx's turret emplacement, and dash them all to the train station entrance. Return through the warehouse as before and watch for a couple of foes as you emerge next to Alyx. Don't waste the ammo because she deals with them.

As you emerge into the parking lot, stay at the doorway, and look left and upward. Two or three Scanners are carrying Hoppers and dropping them to trap you. Fire on the Scanners so they explode; they drop a Suit Battery if you defeat them.



ENTITY ENCOUNTER

SCANNER

CIVIL PROTECTION TYPE II



This Scanner features a quick-firing machine gun and the usual blinding searchlight. They have multiple purposes: attacking citizens, carrying Hoppers, or simply searching for undesirables. Shoot these out of the sky, and check the debris for HEV Suit Batteries. All Scanners are currently used as Hopper droppers and aren't much of a threat.



A Combine Sniper has taken up residence on the top floor of the building behind you, so produce your RPG Launcher, and blast a rocket outward. Then step out, curve the rocket around, and aim it at the only open window you can see. If you fire, then step out, you won't be sniped. Head to Barney, removing Hoppers from the route as you go.

CITIZEN SECURITY DETAIL: THIRD WAVE



Pick up a squad of four citizens, and order them to the opposite doorway immediately. Meanwhile, take out the RPG Launcher, and start firing rockets at the couple of Soldiers roaming the area. Dash into the storage room, but don't let your team into the train warehouse yet.

Bring out a rapid-fire gun or Magnum, and enter the train warehouse, where an Elite waits at the upper window. Use the gantry on your right to run up the side, and concentrate your team's firepower on this target, bringing it down. Move onto the upper walkway.



Command your team to tackle the two foes on the top of the second carriage. Your upper vantage point makes takedowns much easier, especially if your team concentrates its firepower on the two foes. With these enemies downed, run to the station.





With your third wave of citizens dropped off, return to Alyx and wait for her to drop two more Combine foes jumping down the opposite wall. The train carriage in the warehouse has fallen to the ground, meaning you must use the steps to escape. Bring out the Shotgun or Magnum, and drop the two Soldiers on the upper walkway before they do some serious close-assault damage. They're armed with Shotguns, so be careful!





Bring out your favored Combine-killing firearm as you reach the parking lot, and take down a quartet of Soldiers attempting to waylay you. Stay on the exit steps until all of them are defeated, as the cover is excellent. Use Grenades or rockets if the Soldiers are proving troublesome. Then dash out and around the rocket crate, and plug any remaining Soldiers in the parking lot. Now take cover!

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A prowling Combine APC is currently sweeping the area for undesirables and is about to launch a rocket attack on you! When it parks, fire off a rocket (it doesn't have to be aimed; it can be straight up in the air), then home it in using the secondary fire so it strikes the APC. Stay near the rocket crate and storeroom for ammo and health. Pepper the APC with rockets (three, five, or seven) until it explodes. When the APC is a fiery inferno, check the embankment for one or two Soldiers to finish off, before retreating to Barney.

CITIZEN SECURITY DETAIL: FOURTH WAVE



Take another two citizens, and race across the parking lot as another Dropship drifts by overhead. There's no resistance outside, but when you reach the warehouse, the ground level doors ping to announce Soldier arrivals. Stand on the right gantry and fire rockets into the attackers as the doors burst open.



Keep firing rockets until all the foes on the ground near the blasted doors are defeated, then work across the walkway, tackling Soldiers leaping in from the upper windows. Command your team to attack them, and afterward, drop your duo at the station.



The way back to Barney becomes more dangerous, but you have no teammates to worry about. Head up the stairs and blast three Soldiers (two of them are on the upper walkway), then drop down and dash to the storage room, pausing to re-equip and heal. It's getting nasty out there!





Stop at the exit steps, and blast a few Scanners carrying Hoppers, then step back for a moment. A civil protection unit consisting of a trio of Metro Cops is engaging your position. Bring out the Shotgun and blast them from cover, near the rocket crate. Then switch to the Gravity Gun and suck any nearby Manhacks buzzing you, slamming them into walls. Run across to Barney's area, and tackle another Cop. You can use a Manhack as a chainsaw and cut him down, but you're better off using the Magnum.

ENTITY ENCOUNTER

METRO POLICE

CIVIL PROTECTION



Metro Cops police City 17 with an iron fist (actually, an electric stun baton), and they aren't part of the Combine's special crack troops. They are usually armed with pistols and are easy to take down, especially with your large and varied arsenal.

CITIZEN SECURITY DETAIL: FIFTH AND FINAL WAVE



Barney's gathered the remaining two teammates for the final push, so dash across the parking lot before the Combine regroups (there should be little to no resistance), and head into the main train warehouse. This is where you'll lose teammates if you're not careful. Look across to the far train carriage, and shoot a Pulse Rifle orb at the troops atop it.



Before you leave the parking lot one last time, be sure to restock on rockets; you'll need them!



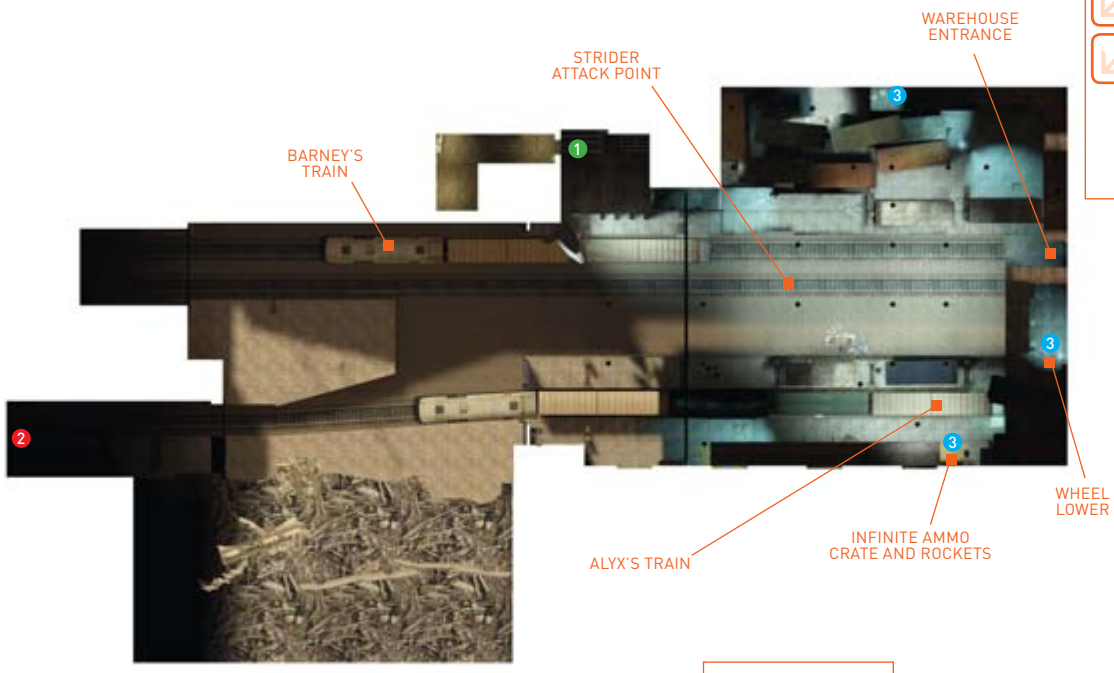
Your team can be caught by an ambush along the upper walkway, so point them at the opposite wall and bring up the rear, or quickly react when a Soldier drops down behind your squad at the walkway. Let Barney maneuver the team to the station while you and Alyx wipe the remaining foes at the gun turret. Then head to meet Barney one last time.

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"WE CAN'T LEAVE TILL THAT STRIDER'S TAKEN CARE OF..."

MAP 15

CITY 17 TRAIN STATION AND ТЕХНИКА (TECHNOLOGY) STORAGE



MAP LEGEND
1_START
2_CLEAR POINT
3_OTHER ITEM/S*

*Usually Ammo or Health Pack



Barney and Alyx are talking tactics: "Go on, Barney!" Alyx urges, "They're not after you. Gordon and I will draw their attention while you get the others away from here. We can grab another train once you're clear." Barney reluctantly agrees.

Alyx hacks into the Combine door and it opens, leaving Barney to run to the end of the train and board it. He waves at you both with a faint smile. The citizens you rescued should be safe, but Combine forces are still active in this sector. It's time to find another train to escape on!



Run along the narrow mesh fence with the platform on your right and container boxes to your left. Turn right, and move to the end of the sidings, to a roll-up garage door. Use the wheel to open the door, allowing Alyx to crawl through. You're next, except something wicked this way comes!



Alyx is safe, but you're certainly not; you can't open the garage door without being stuck by the gigantic Strider ahead of you. Quickly dash to the right and hide behind the metal wall. The Strider propels a gigantic energy blast that rocks the entire station!



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It also provides you with an escape route. Look to the right, after the Strider blasts the area for a second time, and notice that a container door has been blown off. Sprint through this door, into the container, and out the other side. Work around a mesh wall, blasting two Soldiers on the other side.



When both Soldiers are defeated, move the pallet and enter the mesh opening, into a container dock. Turn right, and edge forward. There's a Recharger on the right wall, but the Strider is seeking you out, and you can't stand still for long. Look left, through gaps in the containers, to watch it briefly.



NOTE

Previous combat with Striders has given you insight into their weaknesses: they can be harmed only by rockets! As you don't have enough to defeat the Strider, or the vantage point to fire on it, try to get to safety using the following route:



Throw a Grenade into this container to clear out any Headcrabs inside, and run on through. There are items to pick up here.

Head right, out of the container, and then make a left. Head to this open container, and run up to a ledge at the top.





Turn left, walking along the ledge by the brick wall, and watch that the Strider doesn't spot you. Lob a grenade inside the container, clearing out any Poison Headcrabs, then step inside, but watch for stragglers!

Be very careful as you emerge from the container on the other side, as the Strider has a prime opportunity to cut you down. Step back into cover until it passes. Don't try for a shot yet because the area is too precarious. Run across the red containers, then make a left.



Turn left again; you're now directly above the first container you lobbed a grenade through. Leap across to the corner of the container with the Scanner debris and item on it, then run up the top of the container to the upper level.





Turn around 180 degrees at the top. You're now in a very open area, from where you could launch a couple of rockets at the Strider. Step back into cover after each strike.

When the Strider isn't firing on your location, make a break for freedom. Run along the top of the containers, turn left, leap onto an upper gantry, and turn right. Stay where you are, next to a metal wall the Strider can't fire through. Watch for the explosive barrels to detonate, then attack a Soldier on the roof, through the gap.



Crawl forward while crouched, with your Gravity Gun in your hands, and pick up a cunningly placed Hopper. Lob it up through the ceiling, blasting any remaining Soldiers on the roof. Now inspect the item crates at the start of this gantry.



Crawl to the corner of the gantry, and check the roof as you go in case a final Soldier is waiting to ambush you with gunfire. Turn right, and duck down as the Strider fires off another volley. Remove another Hopper from the gantry and lob it away.



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Edge to the end of the gantry, then stand and sprint forward, leaping the gap and dashing behind a container. Do not, whatever you do, stand behind this container and try to grab the item crates, as the Strider slams the container into the wall, and this can crush you to death!

Drop down from the roof of this low building to a train platform on the left, where Alyx crawled to. Head along this corridor as the Strider blasts barrels, defeating its own Soldier brethren. Watch for Hoppers and explosive barrels as you go.





Keep moving until you see a gap between train carriages on your left, and jump through. Turn left, and walk to the mesh fence ahead of you, then look right and up. There's a ladder here to climb, so ascend onto another rickety gantry.





Battle the Strider from the gantry and the more stable ledge at the opposite end of it. Rockets are scattered at the far end, and you can pick more rockets from an Infinite Ammo Crate. Crouch, using the metal sheets as cover, and fire off rockets. Continue until the Strider collapses.

Head down the ladder at the far end of the gantry, and meet up with Alyx, who's ecstatic about your combat skills. She's holding a train for you, so climb aboard (there's no need to open up any crates here), standing on the back of the carriage. Alyx joins you.



"A DARK ENERGY FLARE"





With Alyx aboard, the train pulls out of the station. As you head away from the buildings, a Combine Gunship stutters in the air, grinds uncontrollably, and crashes into a tunnel you're speeding out of.

The train accelerates to maximum speed.

As the City landscape of graffiti walls and urban decay peels away to reveal blighted trees and a pestilent countryside, a gigantic arc of lightning envelops the Citadel.

The core has breached the outer walls of the Citadel.



A number of organic-looking pod machines immediately blast away from the Citadel itself. A gigantic swirling black mass of cloud circulates around the Citadel's spire.

All matter is being rapidly sucked into a tremendous maelstrom as the Dark Energy Flare peaks.



Lightning continuously arcs and the entire panorama turns a brilliant blue. The core bursts. The countryside is torn apart.

Everything fades to white.

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TO THE WHITE FOREST

OVERVIEW

After the Citadel exploded with devastating force, your train crashed. Regaining consciousness in the countryside, you stagger from the carriages and meet Alyx, who has fortunately found Eli's Gravity Gun. Grabbing it, you witness what remains of the Citadel: a whirling maelstrom that is slowly gathering energy to become a superportal. This is confirmed by Dr. Kleiner when you clear a small mine tunnel and speak with the Black Mesa scientists, who are now holed up in the relative safety of a base called White Forest. Joined by the rather gruff and domineering Dr. Magnusson, you're both given instructions to reach the scientists at White Forest, but your task is sidetracked when Alyx falls gravely ill after being attacked by a vicious new threat. Under Vortigaunt instructions, you enter the mine and clear a way for the Vortigaunt and Alyx to reach his kin. You uncover a vast series of tunnels and an older, natural cave system brimming with a new and unwelcome (not to mention disgustingly gooey) menace....

INVENTORY PICK-UP

- Zero Point Energy Field Manipulator (Inorganic): Gravity Gun*
- Scenic Detritus (Outlands)*
- Crowbar*
- Pistol*
- 12-Gauge Shotgun*
- Fragmentation Grenade*

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance*
- Dr. Isaac Kleiner*
- Dr. Eli Vance*
- Dr. Arne Magnusson*
- Vortigaunt*

ENTITY ENCOUNTER
HOSTILES

- Zombie*
- Headcrab*
- Antlion*
- Poison Headcrab*
- Hunter*
- Antlion Grub*
- Worker Antlion (AKA Acid Lion)*
- Barnacle*

*** Indicates first exposure to entity**

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"IT'LL BE THE SEVEN HOUR WAR ALL OVER AGAIN. EXCEPT THIS TIME WE WON'T LAST SEVEN MINUTES!"

MAP 1

PROMONTORY AND MINE ENTRANCE







You wake inside the mangled remains of the train. Take a few steps down the train carriage and maneuver down as the carriage grinds and falls forward. There are suitcases and a couple of soda cans you can pick up and throw, if you wish. Step into a small pool of water and enter the next carriage. Clamber over the seats until you reach the sealed door at the end of the carriage. Your way is blocked, but fortunately, Alyx appears, takes the Gravity Gun from the train wreckage, and rips the door off, allowing you to escape.

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"Wow," says Alyx, "I forgot what a kick this thing has!" As Alyx remarks on how pleased she is to see you, she gives you the Zero Point Energy Field Manipulator (Inorganic): Gravity Gun and mentions that it would be wise to keep moving, as the Combine certainly haven't forgotten about you.



INVENTORY ADAPTATION

ZERO POINT ENERGY FIELD MANIPULATOR (INORGANIC): GRAVITY GUN

Also known as the Physics Cannon and the Gravity Gun, the Manipulator is the most versatile, helpful, and devastating weapon you're likely to find. This is ideal, because you have no other ordnance. Refer to the Weapons Detail section of this guide for more information.

INVENTORY ADAPTATION

SCENIC DETRITUS (OUTLANDS)

Lightweight items, such as gas canisters or boulders, can be picked up (ideally with the Gravity Gun) and dropped or blasted forward (also known as "punting"). The force of the propelled object can kill a foe, and there are many objects throughout the wilds of the Outlands. Large objects, such as mine carts, can only be shunted, but this is another good way to crush foes you encounter.

Turn and head up into the remains of an overturned rail carriage. Enter the hole and bring out the Gravity Gun. Train it on the metal doors and shoot both of them; the right one is stuck, but the left swings open, allowing you to drop down onto a rocky promontory and startle some crows.







Alyx drops down behind you and walks toward a rocky promontory overlooking the remains of City 17 in the distance. An electric-blue maelstrom is whirling around the remains of the Citadel. Suddenly, there's a pulse. "Oh my God...the Citadel. What the hell is happening?" Alyx cries out as a massive wave of energy rushes toward you, enveloping you both, and dissipating behind you. You're caught in a portal storm!

Spin around, and look at the bridge behind you as Alyx yells. The entire bridge begins to sag and then break apart; train carriages tumble into the ravine below. "I guess we can expect more of those..." Alyx murmurs. "It's like the First Days all over again."





However, the portal storm did have an unexpected benefit; the mesh fence to a mine shaft, which couldn't previously be maneuvered over, is now torn apart. Move back to this entrance and pass the mine carts and debris (which you can play with using the Gravity Gun, if you wish). Head up the shaft, shooting the wooden planks off the supports at the top of the slope.

Head up into the mine corridor, passing a mesh fenced area to your right. Barrels and explosive gas cylinders can be maneuvered with your Gravity Gun, but there are no foes to worry about. When you reach the debris near some mine carts, check both the open shelves; Suit Batteries are in both of them.





TIP

Pick up these Suit Batteries (and any inventory-based) items by sucking them in with your Gravity Gun, or by stepping near them (if you need them, they are automatically grabbed and added to your inventory).



Pass the body of a dead Antlion, and locate the hole in the ground. Drop through and ignore all the debris; there's little of interest. Continue along this lower mine shaft. Ahead is a table blocking your way forward and a host of bodies: both humanoid and Antlion. Shoot the table into the area beyond, crouch, and maneuver through the bodies.

Turn the corner and head right, down the steps, but be cautious; there's a crumpled body in the right alcove that isn't quite dead yet! You can let Alyx shoot this Zombie (as shown), or punt a rock, barrel, or explosive canister into it (but watch your distance, as the canister's explosion can hurt you).



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ENTITY ENCOUNTER

ZOMBIE



ENTITY ENCOUNTER

HEADCRAB



This area is dotted with the recently slain and long-dead corpses of rebel citizens. Combine rockets still pepper the landscape, releasing Headcrabs that control their hosts and shamble toward you. Refer to the Bestiary chapter, and previous experience, when dealing with these parasitical menaces.





"Zombies! Get ready!" Alyx is primed for combat as you progress down this tunnel, which leads out into the open. Before you reach there, beware of Zombies lurching to life ahead of you, and below in a small sunken earth area. If you drop down here, expect to be attacked at close quarters; it is better to stay on the tunnel ground above, punt a couple of gas canisters into the Zombies, and then turn and punt debris into the hole. Then continue advancing to the end of the tunnel, where a group of Zombies are fighting valiantly against a couple of Antlions. Lob heavy debris at them, let Alyx handle the fight, or watch the fracas and mop up survivors. Then step into the open, taking the Health Vials if you need them, and enter the shed via the door.



This shed is actually a communications center with a terminal set up for access to Eli and the team, who have retreated back to the White Forest base. Alyx attempts to power up the terminal, but it short-circuits. It seems to need a burst of power. Alyx shimmies up to an upper area of the shack to investigate.

ENTITY ENCOUNTER

ANTLION



Quick and sporting fierce mandibles, Antlions are attracted by movement or trespassers in their burrow lairs. They are nasty, but their light carapace armor is little match for a Shotgun or SMG. Of course, you'll need to find one of these weapons later; for now, use any available crushing objects that can be fired into them using the Gravity Gun.



Alyx isn't going to be able to solve this issue up there, as there's a power coupling plug swinging from the ceiling that must be plugged in. Use your Gravity Gun to accomplish this task. "Not sure what just did...but it worked!" Alyx exclaims, dropping down and moving to the monitor screen to try accessing it again.



Alyx finally contacts White Forest. She explains the strange storm she witnessed, and Dr. Kleiner remarks that it is "the infancy of a superportal." It is best not to imagine what would happen if it attains full strength! Dr. Magnusson is introduced, and he explains that Alyx's downloaded packet contains the specific contact code for the Combine overworld! This is something Magnusson has been searching for, but the transmission breaks up before exact plans can be formulated.

Anomalous Materials: The Little Rocket Man



Before or after Alyx reaches White Forest via the screen, be sure to rummage around this shack. Among the detritus is an interesting little fellow hidden under this shelf; a gnome! He's hardier than he looks, and he's also part of a long-running Achievement. If you wish to attempt to fulfill this Achievement, refer to the Achievements and Unlockables chapter of this guide and follow the carrying tactics therein.

Anomalous Materials

During your roaming of this area, Alyx fills you in on Dr. Magnusson's plans: "He has an old rocket up at White Forest. He's been hoping for the day when he could launch a satellite to tap into the old array they set up at Black Mesa. But getting a launch off while the Combine was intact...there was just no way. I'm not sure how they'll use the satellite to shut down that portal but...I guess we'll find out when we get there. I've been there once or twice, so it shouldn't be too hard to find."

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Exit the shack via the door you haven't used yet, and go into the backyard. Over by the fence is what looks like an old mine and railroad, but you can't enter this area yet. Instead, move into the cave, shattering a Supply Crate for its contents. When you reach the slope, turn right and punt a rock into the waiting Poison Headcrab to crush it.

ENTITY ENCOUNTER

POISON HEADCRAB



A gigantic, spiderlike entity with a dark gray mottled back, this beast launches with its meaty maw open and, if it connects, your health drops to 1! However, these fiends cannot kill you, so only fear them when they appear with other foes. Slam this scuttling beast into a wall or squash it with an object.



Move down the steps and around the mesh fence. The tunnel opening below is firmly boarded up, so you must ascend up to a mine cart loaded with heavy iron debris and shatter the wooden planks holding the cart in place. Once three or four planks are cracked, the cart zips down the rails and destroys the tunnel blockage.

CAUTION

Make sure you're standing to one side when you're destroying the planks, as the cart can run you over and cause some nasty damage if you remain in their path.



You emerge into an abandoned mine area. As Alyx follows you, head up the slope to your right. If you're quick, you can see *something* watching you from the top of the derelict mine building to your left! This looks like the entity that attacked Dr. Mossman during her transmission, but you cannot be sure.... It drops behind the building.



Venture down into the open train yard surrounded by dilapidated mine structures and wait for Alyx to arrive. You can explore the area as she reaches this mesh gate, which is blocking your path. She asks if you can open this gate for her. There isn't a visible switch.





After a quick check of the area, you find that you can crawl underneath the metal building to the right of the gate (where you find a Supply Crate). You can't reach any switch from here though, so move to the half-broken ladders on the structure between the two train engines and container carriage and climb up it. Cross over the carriage and onto the metal roof of the building to the right of the gate. Inspect the roof, and you uncover a gap; shoot the metal sheet away and drop inside.



The interior of the building has a reinforced glass room behind you, where the remains of an engineer are hanging. You can't enter this area, so look for a yellow gate switch on the opposite side and press it. The gate rises, and Alyx thanks you, before remarking "Gordon...there's something snooping around out here...."



The only way out of this room is to pull the plank away from the trapdoor and drop down into the crawlspace below the building. Shatter the crate if you didn't find it earlier, and scrabble around to the exit. As you try to emerge, Alyx is suddenly flattened by a large and incredibly fast Synth-like entity! She crawls to you but is pierced by the beast's mandibles! It blasts the building foundations, trapping you. Everything fades to black.

ENTITY ENCOUNTER

HUNTER



The unknown entity that attacked Dr. Mossman has now revealed itself to be the latest Combine creation; a mutated Strider bred for closer assault work and assassination missions, as well as bodyguard duties. Lolloping on a tripod of legs, it attacks with a thunderous and quick charge and fires off fléchettes into its victims, or pierces them with mandibles. Currently, there are no methods of defeating them, but in the combat to come, firing heavy objects, slaying them with AR2 alt-fire ammunition, dropping them with rockets, or firing Magnum rounds into them are all viable options.

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Time passes. An Antlion attempts to devour Alyx's still form, but it is blasted back by an energy surge. A Vortigaunt trots in and attempts to revive Alyx to no avail, and exclaims in shock; "Jum jalla gullallaba!" The Vortigaunt frees you and explains "The Alyx Vance...her condition is grave." He must summon his kin to save her.





As the Vortigaunt carries Alyx, head through the open gate and down the steps (ignoring the remains of an Antlion), and blast the wooden planks blocking your path. Shoot the double mesh doors open and follow the alleyway around to the left. Scurrying Antlions can be seen on the roofs nearby, but they aren't heading your way because they're fearful of the Vortigaunt. Look for the gap in the left wall and enter it. This leads to an empty dirt chamber.



In the far-left corner is a rusting elevator and shaft. "Perhaps the Freeman can restore this elevator's functionality," the Vortigaunt remarks. Drop into the elevator car itself, and use the Gravity Gun to suck the object blocking your path: It's a trusty Crowbar! As you grab it, the elevator begins to descend rapidly, and there's no way to stop it.

INVENTORY ADAPTATION
CROWBAR

This is more of a symbol than a useful weapon, as the Crowbar's functions can be employed more effectively with the Gravity Gun, except for bludgeoning foes in the head. You can swing the Crowbar quickly with a swift stabbing motion at any nearby enemies, and you also can break wooden barricades with it. Use it only if you must.



"No matter!" you hear as you plummet to a grinding halt at the bottom of the shaft. "We shall proceed by another path! We trust the Freeman's ingenuity will bring us back into proximity!" Live up to these expectations by smashing the wooden planks in front of you with the Crowbar or Gravity Gun, and then knock the table away from the doorway of the metal hut. Once inside the hut, suck the Suit Battery off the shelf and clear the debris away from the door before opening it.



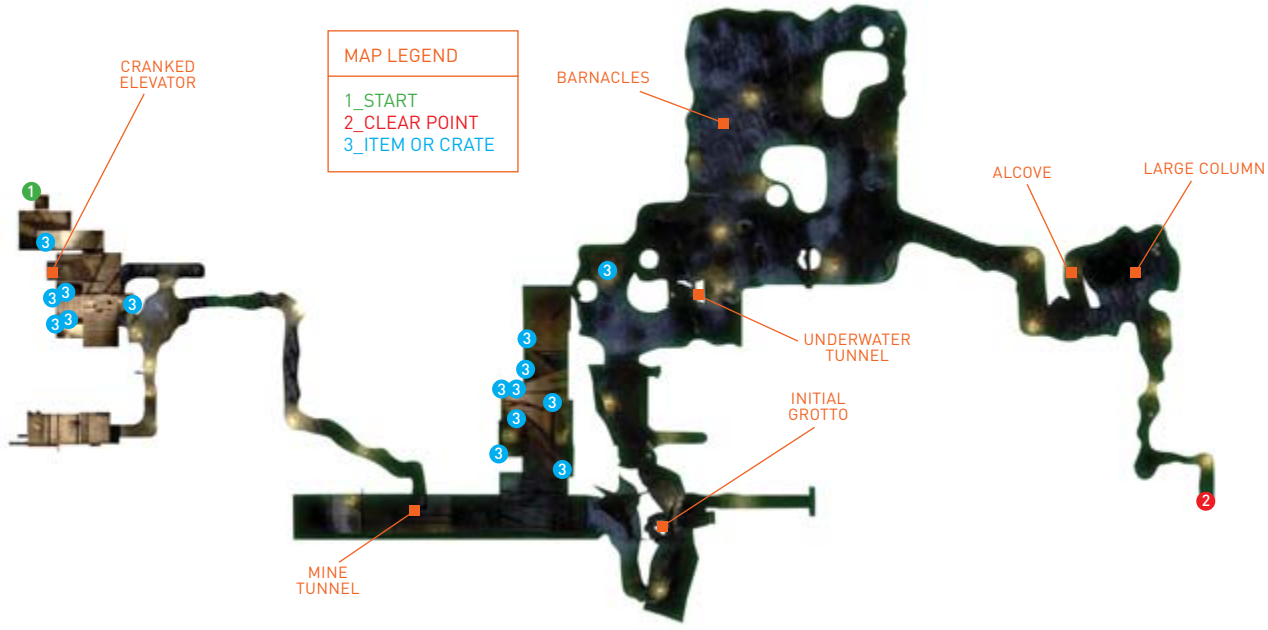


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"I TRUST YOU CAN FIND YOUR WAY TO JOIN US THERE. IF NOT, YOUR SACRIFICE SHALL NOT BE FORGOTTEN!"

MAP 2

THE ANTLION CAVERNS





Step through into a mine storage chamber complete with a mesh fence you can't get through. In the room beyond, there's debris to maneuver with your Gravity Gun and a hole in the ceiling. Ignore this, and move to the mechanical elevator. Press and hold the Use button so that the elevator ascends with you standing on it.





Ride the elevator up, so you pass the next floor above you. Suck the health and Suit Battery from the plinth above. Then jump off the elevator and onto the upper floor you just passed. You land on the floor directly above the chamber beyond the mesh fence you saw just now. Blast the table out of your way and locate the Pistol and ammo box on the small shelf in front of you. You have your first firearm!

INVENTORY ADAPTATION
PISTOL

Congratulations! You can now take down targets from a distance without resorting to object throwing! Use this Pistol (with 18 shots per clip) for any combat where there's no scenery, you need a quick resolution to a combat problem, or you want to detonate an explosive object from a distance. The faster you tap fire, the quicker your shots. Collect more ammunition from crates or ammo boxes.



Move into this wrecked room and locate the large hole in the middle of it. Drop down to the chamber below so you're on the far side of the mesh fence you first saw. Before you drop, you may wish to look at the Antlion bodies scattered about this upper alcove. There's a slightly more bulbous one that you haven't seen before....



Roam the chamber, checking the small alcove with the shelf for a Suit Battery before knocking a few objects around. Exit via the mesh door near the sign with "n.06 and n.07" on it. Turn right, and locate the larger hole. This is obviously an Antlion burrow of some size.

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Carefully drop down the hole, descending a couple of floors. Walk to the edge of another collapsed area, then drop down to a pile of debris. Be ready to repel a leaping Poison Headcrab from this location, near the scattered steel beams.



Clamber over the rubble and twisted metal to another hole, this one littered with a corpse, and peer down into a drop. On the side of the hole is a disgusting giant sluglike thing. This poison-filled atrocity is the first stage of an Antlion, and should be shot off its sticky perch into the water below.



ENTITY ENCOUNTER

ANTLION GRUB



A relatively large but ultimately nonthreatening creature, these pupae are the initial stages of an Antlion's development cycle. They are much more disgusting than they are dangerous. They can either be ignored, or shot at with the Gravity Gun or any firearm, or scraped against with your sides or feet. They make a disgustingly satisfying plop when they expire, and their essence (a yellow nugget) also gives you a variable amount of health.

NOTE

This Antlion Grub is the first of 333 you'll encounter during your roaming around the Mines. If you're interested in completing an Achievement, you'll need to destroy every single one of these Grubs. The numbers you encounter in each portion of the mission are detailed in this guide's Achievements and Unlockables chapter. This Walkthrough also lists every group of Grubs, so you don't miss any.



Turn and scan the entire hole for a group of Grubs hanging from the wall and dispatch them into the water before you drop down. Land in the water below, then look up and make sure all the Grubs are dispatched from the walls of the hole.

Swim into the water and emerge in a narrow Antlion incubation tunnel. Move slowly down this tunnel, squashing every Grub you encounter, and listening for the squishing noise as you continue. Brush these bugs off the walls and crush them underfoot. Continue toward a sticky web.





This web is made of Grub excretions, and one is stuck to it; blast it away using the Gravity Gun or a Pistol shot, then carefully continue as the tunnel opens up slightly. Look around all the walls for Grubs, including above you. In one area, an odd-looking Antlion scuttles past too quickly to ascertain what it is.

Continue your abhorrent trek into this gloop-filled catacomb by continuing down the tunnel, squashing Grubs on every corner, until you reach another sticky web. Bring this one down in a similar manner to the previous one, and double-check you haven't missed any Grubs before you continue, passing a sac, and then locating a hole in the floor.







This floor leads to a man-made mine tunnel, complete with a cart, some boxes, and an interesting collection of Grubs to your right as you drop down. Crunch them underfoot, then turn around and face down a new scuttling entity; the Worker Antlion (AKA the Acid Lion)! One of these disgusting beasts drops from the ceiling and begins to attack you with an almighty spit of poisonous secretions. Be sure you sidestep these, then gun the Worker down with your Pistol, or else blast crates into it.

ENTITY ENCOUNTER

WORKER ANTLION (AKA ACID LION)



Guardian of the Grubs and a genetic mutation of the Antlion, Worker Antlions are rumored to have burrowed near the many toxic waste dumps scattered around the countryside, and the resulting beast is a luminous animal with antlike features and less developed mandibles. What it lacks in close assault power, it makes up for with a devastating poisonous spit and extreme speed. If this mixture of secretions and bile hits you, expect sizable damage and a slight poisoning. React by dodging these attacks and striking with the Shotgun, rapid Pistol fire, or a well-timed object.

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After recovering from this spittle spray, move along the tunnel to a mesh fence at the end. Beyond is a cavern lit with the eerie glow of more Grubs. Ignore them and the explosive barrels for the moment and turn left, heading toward a debris-filled corridor. The now-familiar sounds of Worker Antlions can be heard from the far end of this area. Dodge their spitting and head into the left alcove, where you can grab a Shotgun from the ground, as well as a second Shotgun, a Pistol, an ammo crate, and a Frag Grenade from a table. Look underneath for two more Frag Grenades.

INVENTORY ADAPTATION

12-GAUGE SHOTGUN

An exceptional close-quarters weapon, this carries six shells in the chamber, and you carry 20 cartridges. Look for the bright red boxes of ammo. If you're out of chamber ammo, you can still load single shots instead of waiting for a full reload. At longer range, your damage trails off considerably. This is an essential weapon for blasting the Antlions and Headcrabs off Zombies. Remember, the Secondary attack can shoot two shells at once!

INVENTORY ADAPTATION

FRAGMENTATION GRENADE

Fragmentation Grenades are devastating when they explode near a group of foes. Remember, the Secondary attack rolls the grenade, which is useful when dropping them off a ledge or down a set of stairs. Regular fire lobs this explosive; hold down the Fire button until you wish to throw.



Whether you sidestepped into the alcove to pick the new ordnance or not, you must engage two Worker Antlions at the end of this tunnel before they whittle down your health with their spittle. Use the Shotgun, Grenades, or lob explosive objects into them until they both explode in a disgusting shower of goop. Then claim the two Supply Crates and items in this area.




Complete a thorough investigation of this area. The mesh fencing cannot be ripped open, so the only way to move onward is to check the alcove where you found the two Shotguns and Grenades. Pass over or around the hole in the ground and inspect the far wall, shooting off the disgusting Grub. Now check the locker, grabbing a Suit Battery, but be sure you open the locker, too; there's a hidden Grub and some Shotgun ammo in here! Now break the planks over the burrow hole, and squash the Grub at the top and more at the bottom.



Continue your pest controlling by scouting a small tunnel with another Grub in it, passing over the skeletal remains of a long-dead victim of these parasites, and advancing toward the pallet and planks blocking your path. Use the Gravity Gun, or some old-fashioned Crowbar clanking, to escape, and beat down any bugs along the way!



Crawl out from the broken wooden planks. You're on the other side of the tunnel you couldn't reach a moment ago. Head onward, taking the Health Vial, and clear planks blocking your way near a gas canister. Turn the corner, blast a barrel or other object at another Acid Lion, and you've arrived at the Antlion grotto: a natural cavern now full of unnatural pupae!



Almost immediately, a dexterous Acid Lion leaps from a net of spittle above you and hops around the cavern ledge, coughing up acid at you. Quick Shotgun blasts work well here, or try rapid Pistol fire at longer distances. Bring the creature down before you continue along and into the cavern.




Before you enter the cavern itself, look up between the stalactites and use the Pistol to drop a collection of Grubs from around the burrow openings. Double-check to ensure you shoot them all, and those to the left and above you, too. Then climb on the ledge to the right. Grubs are throughout this chamber, so look for them all. Ready a Shotgun for another Acid Lion that leaps toward you as you pass the large stalagmite on your left. Explode the beast, then continue moving along the ledge.



Pass by the stalagmite and then look down on the cavern as it opens up below and ahead of you. The smaller wall of stalagmites must be leaped. Land by some Grubs on the other side, but clear the opening of Grubs above and to the right of you, just before you leap. Before you continue, expect another Acid Lion to jump down after you; dispatch it in the usual, messy manner.



The Grubs in these areas are visible to you once you know where to look; none are completely hidden from view (for example, inside burrow holes you cannot reach).

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Venture into the larger grotto now, intent on blasting as many Grubs as you can find using your Pistol (or Shotgun). There's one on the main column, and a few on the ground to the side. Complete a search, and you notice stalagmite columns block your path. Look for the Grub on the top of a half-submerged tunnel, blast it, and then enter the tunnel. But before you investigate the tunnel, check the underwater area; there's a disgusting nesting hole with spittle webs, containing some corpses. Shoot the web and leave the corpses to bob in the water.



NOTE

This is the first of nine such nesting burrows, and finding them all (and shooting out the webs) grants you another Achievement. Simply follow this Walkthrough for their locations.




Swim through the submerged tunnel and dispatch the Grubs on the other side, on the column. Turn left, and approach a crate in the middle of this gloomy grotto. Crush the Grubs on the side of it. Look out to the far side of the grotto and watch as a group of Antlions fly toward you. Brandish your Shotgun and engage them. Don't venture too far forward, or you can be grabbed by the neck by a Barnacle! If this occurs, look up and shoot the Barnacle apart. You can also wait and watch as a Barnacle grabs and garrotes an Antlion or two, but don't rely on this plan!

ENTITY ENCOUNTER

BARNACLE



Clamped to the roof of this grotto are a number of long, sticky tongue-like protuberances that rapidly pull their prey (whether it be your head or an Antlion) into a slobbering maw. Six pistol shots defeat a Barnacle, as does an explosive barrel, or you can avoid these stringy tongues completely.



When the Antlions are defeated, move around or shoot the Barnacles, and look in every alcove and scour the ceiling for any Grubs before moving toward a couple of Grubs on the ground. A column behind them has an Acid Lion hiding behind it; circle-strafe around and blast it quickly.



When the coast (on the ground at least) is clear, venture to the back of this grotto and look for another Grub on the wall, plus a few Barnacles positioned to strangle you if you head straight down the corridor. Deal with the Barnacles, then pass a cluster of sacs, but only after you retreat and take down a prowling Antlion.



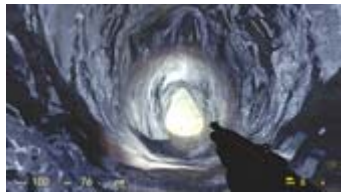
Round the corner where the sacs hang from the wall to your left and stomp on more Grubs before continuing into another grotto chamber. More Antlions leap toward you, but if you stay back, they land in the water and drown! This certainly conserves ammo! Shoot the Grubs off the left wall, then swim to the other side, blasting an Acid Lion before it spits on you.




There's a tunnel in the far wall of this chamber, so enter it after checking the grotto for Grubs. Wind through the twisting tunnel, squashing clusters of Grubs underfoot, and ready your Shotgun for another Acid Lion fight near a small alcove that leads off and then rejoins the main tunnel. This is a good place to ambush two more Acid Lions before they attempt to approach you from both directions. Use the column and alcove as cover and circle around them, dispatching them with Shotgun fire, but staying out of the gooey explosions to conserve your health.




Double-check that you've scraped the Grub off the alcove wall and stomped on a few more around the large dark column near the alcove before you continue down the tunnel structure. Then look for a couple of disgusting Grubs near some small rocks and head down this area, squashing them, and blasting through another slimy web to cull yet more Grubs on the ground and on the web itself.



Now it's just a matter of maneuvering down the remainder of the tunnel, squashing another Grub underfoot, and entering a very dark section, where your Flashlight is a must. Look for a narrow tunnel (as shown) with two Grubs, and blast these before you advance.

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THIS VORTAL COIL

OVERVIEW

Digging deeper, you uncover the main mine junction, along with two jovial but argumentative rebel fighters who have valiantly defended this area. While the Vortigaunt tends to Alyx, you're instructed to hold off a mass Antlion attack. Assuming you survive, the Vortigaunt's kin arrive and decide that Antlion extract is needed to save Alyx. You must make your way through the labyrinth of mine corridors, burrows, and caverns, both with and without your Vortigaunt companion, until you reach the lair of the Antlion Guardian. This fearsome beast must be outmaneuvered, not outgunned, to keep the extract from being tainted. Only after you rendezvous back with the Vortigaunt can you enter the nectarium, get the extract, and return to save Alyx. With Miss Vance back in the land of the living, the trek to White Forest can continue.

INVENTORY PICK-UP

- Submachine Gun*
- Hopper*
- Sentry Gun*

ENTITY ENCOUNTER
FRIENDLIES

- Griggs*
- Sheckley*
- Vortigaunts
- Alyx Vance
- G-Man?*

ENTITY ENCOUNTER
HOSTILES

- Headcrab
- Zombie
- Fast Zombie*
- Fast Headcrab*
- Combine Zombie (AKA Zombine)*
- Poison Headcrab
- Poison Zombie*
- Barnacle
- Antlion Grub
- Worker Antlion (AKA Acid Lion)
- Antlion
- Antlion Guardian*
- G-Man?*

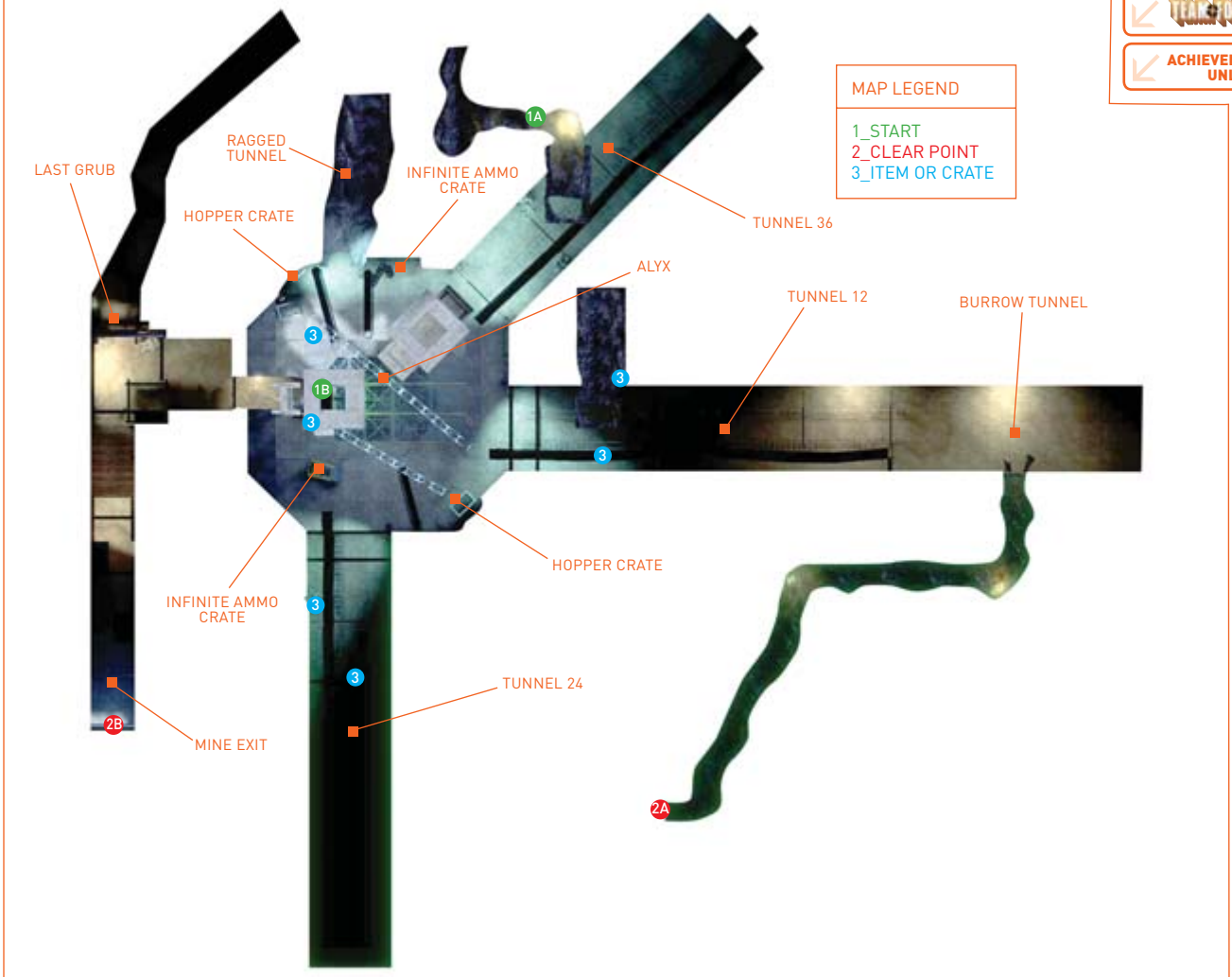
*** Indicates first exposure to entity**

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"THE VORT SAYS AS LONG AS WE DON'T STEP ON THEIR GRUBS, THEY SHOULDN'T HEAR US THIS FAR FROM THE NEST...."

MAP 3

MINE ELEVATOR SHAFT





Move into the tiny tunnel, squishing the two Grubs under foot if you didn't shoot them previously, and work your way along to a hole in the floor that allows you to drop down to a main mine corridor. Run toward the light, where two rebel fighters—a fine pair of gentlemen—greet you. "Sheckley! We got Antlions!" says one. "You idiot, Griggs," remarks the other. "That's Gordon Freeman!"



Sheckley points to a metal table in the center of the main elevator shaft, where the Vortigaunt you met earlier is stabilizing Alyx. "My kin are still some distance away," the Vortigaunt murmurs, "for now, we must not be disturbed." Griggs isn't sure that's a possibility. The rebel fighters inform you this area is constantly attacked by Antlions. They then show you their defenses.



"Hey, Griggs," shouts Sheckley. "You might show Dr. Freeman where we keep the supplies." Make sure you follow Griggs's instructions and scour the entire area to learn exactly where all the tunnel entrances are. Before an inevitable attack from Antlions comes, make sure that you're aware of the following:

Supply Crates offering ammo and health are on either side of the elevator shaft. The one to the right of the Vortigaunt has a new weapon to pick up: the SMG.

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The first Antlion attack point is a ragged tunnel opening to the left of the main tunnels (if you're facing them). A number of Hoppers, daubed in smiley faces, can (and should) be planted at the entrances to aid in the forthcoming battle.

Behind the container with the Hoppers inside is a bridge behind the mine shaft, allowing quick access and a safer route across to Tunnel 24.

To the right of the ragged tunnel opening is an Infinite Ammo Crate with Shotgun ammo in it.

Each opening has a traffic light bolted nearby, with up to three red lights signifying the position and quantity of incoming Antlions.

Next is a tunnel with a Sentry Gun. The tunnel is marked "36." This has a Turret you can move.

Next is a tunnel with a Sentry Gun. The tunnel is marked "12." This also has a Sentry Gun you can move.

Between this and the last tunnel is another crate of Hoppers you can prime.

Finally, there is an Infinite Ammo Crate giving you SMG ammo, and a final tunnel marked "24."

You can also find Supply Crates inside the tunnels, although these aren't needed due to the Infinite Ammo Crates.

INVENTORY ADAPTATION

SUBMACHINE GUN (SMG)

The Submachine Gun, with 60 bullets per clip and a fantastic Grenade-launch secondary fire function, is a rapid-fire, all-purpose weapon. Use it primarily to slay forces prior to picking up the AR2 Pulse Rifle. Also, constantly check whether you've picked up SMG Grenades from Supply Crates because you can carry three, and these instantly exploding ordnance are excellent at clearing groups of foes.

INVENTORY ADAPTATION

INFINITE AMMO CRATE

Inspect both the large chests, each with an emblem indicating the ammunition they contain. These are Infinite Ammo Crates, and they are constantly restocked with a particular ordnance. Bag as many as you need, and come back to take more throughout combat and before you leave.

INVENTORY ADAPTATION

HOPPER

These clamped bombs take their name from the proximity attack, which is to "hop" toward a target and then explode. These are all blue, meaning they are "friendly," and you can set them by dropping them on the ground, usually to aid in Antlion destruction. Remember you can punt these devices with your Gravity Gun, and they act like Frag Grenades.

INVENTORY ADAPTATION

SENTRY GUN

These tripod-mounted Sentry Guns have a 90-degree field of fire facing forward. These weapons are motion-sensitive; when they detect movement from organic beings, the machine guns atop the sentry mounting activate. Sentry Guns can be toppled easily, and should be placed strategically at tunnel entrances.



Are you carrying the Little Rocket Man with you? Then place him by the elevator and leave him there during the fight and throughout your exploration of the mine, as you will return here later and can claim him then. But don't forget him. Place him on or near Alyx's operating table.



By now, Griggs and Sheckley are shouting that the first wave of Antlions is approaching, and the beasts are coming from Tunnel 36. Grab the second Sentry Gun and carry it to the tunnel entrance. With both guns, and the rebel fighters shooting, these Antlions are massacred without you needing to fire a shot!

"Freeman!" Sheckley shouts, "Keep your eye on the lights!" Do so, and another wave of Antlions begins to pour out of the ragged tunnel left of Tunnel 36. Once again, maneuver the two Sentry Guns to strafe the area and defeat the Antlion threat with no problems.



Position one Sentry Gun to cover the left two tunnels, then Sprint to the mouth of Tunnel 24; two lights are flashing! Drop a Sentry Gun here if you wish, then join in the fight with your favorite weapon: the Shotgun or SMG.





Ignore the Supply Crates in this tunnel until after combat is done unless you're dangerously low on health.

Two lights then blink on next to Tunnels 36 and 12. It is a simple matter of leaving Griggs and Sheckley to fire on 36 (with a Sentry Gun), while you lay a couple of Hoppers, position a Sentry Gun, and then roam the entrance of 12.



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The situation worsens now, with lights on at the ragged tunnel, Tunnel 12, and Tunnel 24. While your friends deal with the ragged tunnel, place Hoppers and a Sentry Gun at the mouths of 12 and 24, and then dash back and forth between the two as the Antlion waves enter.



"Swarm at 24!" bellows Sheckley, and he and Griggs both run to contain a two-light infestation here. Leave them (and a Sentry Gun) to it, as Antlions are appearing in the ragged tunnel and Tunnel 12. Place a Sentry Gun to waylay foes appearing from the ragged tunnel, then begin some fast firing and defeat the Antlions as they swarm. If any reach the ramp, concentrate on those first.



Now the attacks get more problematic; there's a light on at all four tunnel areas, so set up a Sentry Gun by 36 and 12, leave Griggs and Sheckley by 24, and concentrate on defeating the Antlions by the ragged tunnel yourself, while looking across and slaying any that pour out of 36 and 12 so they don't get near the Vortigaunt. Keep moving around this area, gunning down as many Antlions as you can.





Next, lights go on at every tunnel, but two light up at 36, where your friends go to defend. Place a Sentry Gun to help them (ideally point one at the ragged tunnel and the other at 12), and then bring out your SMG. Hammer away at the foes swarming 24 and check 12 periodically. Be sure you check on the Vortigaunt, as Griggs and Sheckley tend to get overwhelmed near the end of the battle.



"If you see a bug on me, how about you try and get it off next time?!" shouts Sheckley to Griggs. "I didn't see it," Griggs responds. "Yeah. No. Sure. They're only like five feet tall!" Sheckley shouts back indignantly. Then Tunnel 12 gives three warning lights! Griggs begins to despair, except that this announces the arrival of more Vortigaunts!



"Our delay. Regrettable!" remarks a Vortigaunt, as the lights on all tunnels go crazy. Three lights are activated at every tunnel now, meaning a full-scale Antlion assault is about to occur. Fortunately, you have Vortigaunt help, so check the various tunnels and shoot Antlions when they begin to overwhelm your comrades. Shooting from the metal deck span behind the elevator is a good way to cover the area quickly and get a good overview of the entire area, especially Alyx, whom you must protect.

After the final Antlion has fallen, the quartet of Vortigaunts crowd around Alyx and begin low murmuring. "Her injuries are grave." One remarks, "This will necessitate deep submersion in the vortessence." Alyx is covered in a eerie green ectoplasmic light. "We require...the larval extract!" one says.







It seems Alyx can be saved, but only after the necessary extract is obtained. Stock up on ammunition in the area (remember the Infinite Ammo Crates), and head down Tunnel 24 for additional Supply Crates. Then follow a Vortigaunt down Tunnel 12 toward a portable generator. The Vortigaunt zaps it into life, and a gate slowly ascends, allowing you to proceed farther into the tunnel. To your right is an Antlion burrowing tunnel. Step inside and maneuver down the tunnel, squashing Grubs underfoot.

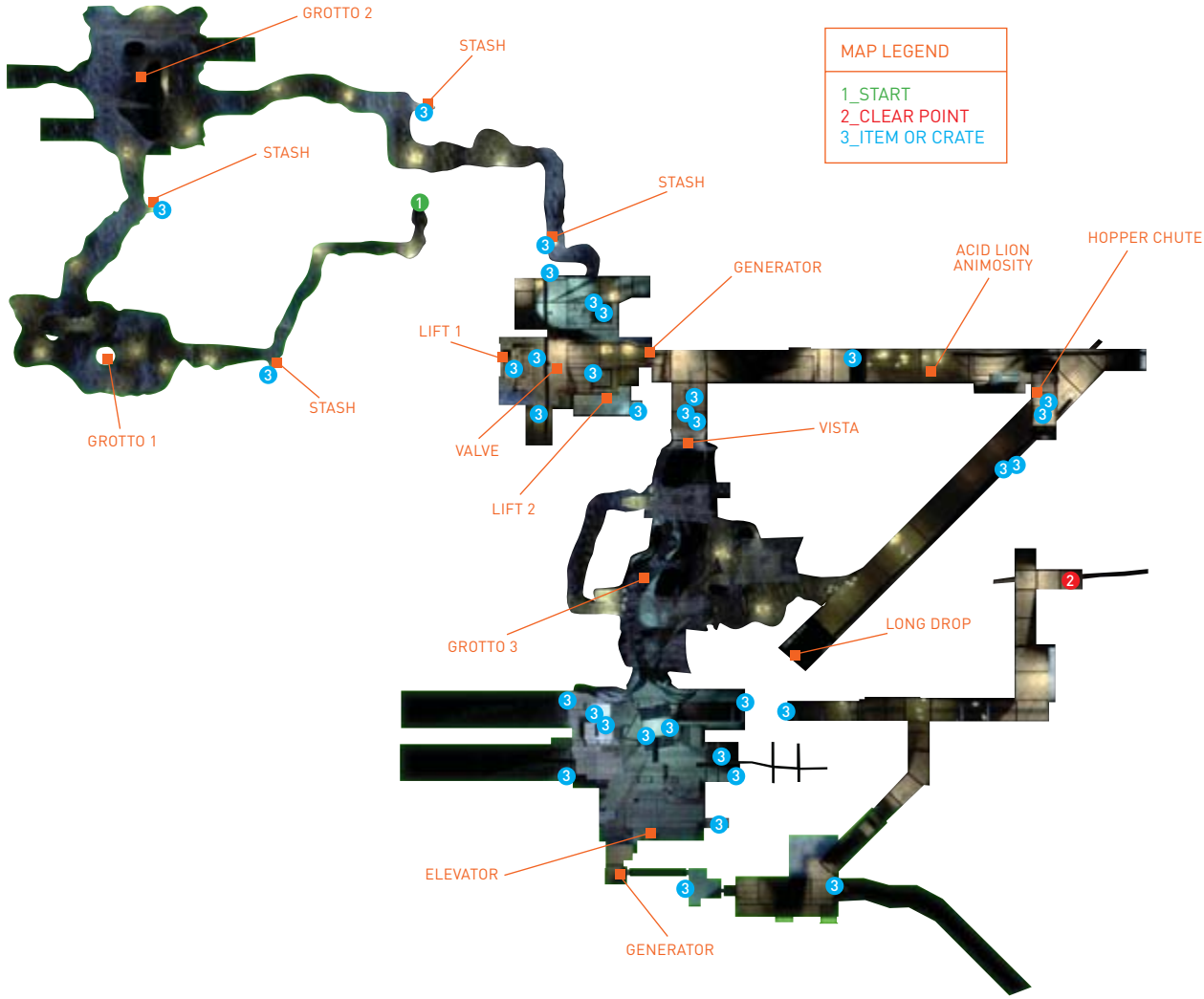


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"I WILL MAKE THE JOURNEY TO SEEK THE EXTRACT DEEP WITHIN THE NEST, IN THE SACRED NECTARIUM. BUT I CANNOT HOPE TO BRING IT BACK ALONE."

MAP 4

THE DEEPER MINE INTERIOR





Stomp on Grubs down the tunnel, then shoot or Crowbar your way through the web blocking your path. Take your time blasting more Grubs on an alcove with a web to your left, as the tunnel opens up. This opening is your second "Piñata Party." Grab the Shotgun ammo from the skeletal remains and don't forget to shoot all the Grubs up in the alcove.

When the alcove is cleared, continue as the tunnel opens up, checking the floor and walls for more Grubs, and then cutting through another web to advance into a larger cavern system. Move toward the trio of Grubs on the floor and squash them under your boots.



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By now, you'll have noticed the Vortigaunt is following along with you. This companion proves valuable over the rocky rise by zapping a group of Antlions below. As they reel from the energy bolts, finish off the foes with your weapon of choice. Then shoot Grubs off the walls. A few seconds later, double-team a couple of Acid Lions in the cavern beyond as it opens up, with a fissure to your right.



Scour the area for more Grubs, if you must blast them all. Be sure to check the ceiling above the fissure that's to your right to blast two Grubs from an easily-overlooked ceiling section. Then slowly move around the left side of the fissure, scraping more Grubs off the walls.



Continue to work your way through this cavern, reacting to a couple of Acid Lions that leap about from area to area. Shoot them with well-timed blasts. Make a methodical sweep of the area you're in, double-checking the floors, walls, and ceilings for grubs, then head to this web alcove, where more Shotgun ammo and Grubs are hidden. This is another "Piñata Party" location.




Maneuver into the next cavern section, slowly working your way along the ledge above a bottomless drop, and making sure the Antlions and Acid Lions are dealt with as soon as possible. They tend to leap the chasm and attack from behind and in front, so don't move too quickly. Shoot Grubs off the walls as you go. Only cross the narrow ledge with the drop to your right (picture 2) when all the nearby Antlions and Acid Lions are slain.



Take one last look around this cavern and then head left and up to the exit tunnel, after locating any final Grubs you may have missed before. Squash more of these disgusting larvae along the floor of the tunnel, then locate another "Piñata Party" spot near the sacs on the tunnel upper wall. There's a Grenade to pick up here.




The tunnel becomes slightly more damp, but the enemies remain familiar; watch for Acid Lions, sometimes coming from the front and behind, as you slowly move deeper into this system. Press forward, scraping more Grubs from the walls. Continue until you spot yet another "Piñata Party" hole. This one is in the ceiling. Shoot the web so a group of corpses and items falls to the ground, but back away as one of them is a live Frag Grenade that explodes! Do *not* forget to shoot the hidden Grub up behind a stuck corpse at the back of the webbed alcove!



"There is no time to tarry!" shouts the Vortigaunt. So press on to the very end of the tunnel, which features a hole down into a man-made section of the mine. The first task is to squash the luminous trio of Grubs by the dead end of this section. Then look to the two crates.

CAUTION

Those two crates look a little too easy to grab: Watch your step!



Use your Gravity Gun to suck both of the Supply Crates toward you, and smash them against a wall for their contents. If you step on the planks under the Crates, some disintegrate, sending one or both Crates (and you, if you're not careful) plummeting into a bottomless pit! Fortunately, a set of beams breaks your fall. Fish out any remaining Crates, and use the ladder to escape if you've fallen. The Vortigaunt is amazed by your searching prowess!

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Move over to the mesh door with the planks across it and break the planks. A group of Zombies staggers to life, but you can stay on the near side of this fenced area and lob objects or fire at them, with the Vortigaunt firing energy bolts in support. Then enter the area where the Zombies fell and turn right, dispatching the Grubs (lighting the gas canister under one is an entertaining option). Then check the locker for some useless rivets and a Suit Battery.



Now turn around and enter the adjoining chamber. You can open the locker and bring a second gas canister with you. Punt the canister into the chamber so that it burns a Fast Zombie that was lying in wait for you. Do the same for any other foes, then back away from the corpse near the pick-axed human on the far wall; this is a nasty Fast Zombie, too!

ENTITY ENCOUNTER

FAST ZOMBIE



One of the most frightening of the mutant undead, Fast Zombies have been flayed, and their dripping corpses commandeered by the Fast Headcrab. Because they are so quick, stand your ground and fight: Don't run (although backing off while firing is a good option). The only real way to bring them down is with a punted object to the head, or a single shot by a powerful, double-barrel Shotgun.

ENTITY ENCOUNTER

FAST HEADCRAB



This variety of Headcrab has spindly elongated legs and a more streamlined, less lumpy appearance. It moves more quickly and is more difficult to pin down. Shoot or throw objects from a distance as they close on you. Crowbar or Pistol shots at close range work well.



You should now open up the Supply Crates in this chamber, then inspect a mine area on the left wall with a valve and a strong metal fence you cannot pass through. It seems you must find a way to turn this valve. Head over to the cargo elevator, and pile a cluster of steel beams and two barrels until the elevator begins to descend.

As you drop slowly down a level, be sure you look around. A Supply Crate is in a small alcove for you to suck in. Then look at one of the narrow walls and shoot off the Grubs, which can easily be missed. From the base of the shaft, look up at them if you didn't blast them on the way down.






You descend into a lower series of chambers that seem deserted. Begin with a quick Grub-busting sweep of the elevator landing area, and then either take an object, or choose a weapon and travel along the connecting area to a second chamber. Blast the Zombie shambling around. Then move to the mesh fence near three large Grubs. The suspicious soldier corpse is actually a Zombine, and you should fire the Supply Crate at it. The Zombine produces a Grenade, but blows itself up before it can negotiate the back of the fence. If you run around to the Grubs before the Zombine awakens, you're fighting in this enclosed space, which isn't wise. Now grab the Suit Battery and ammo from the crate and crush those Grubs.

ENTITY ENCOUNTER

Combine Zombie (AKA Zombine)



Combine Soldiers also have fallen prey to Headcrab parasites, and they've turned into extremely deadly adversaries that have all the killing intent of a regular Zombie, but the toughened hide and hardware of a Soldier. These fast-moving enemies attack with swipes and, when threatened, they bring out a Grenade to drop. Terminate them with Shotgun blasts to the head, backing off from their swipes. Retreat quickly if a Grenade is produced. Blasting the Grenade with a Pistol or suck and punt it back at the foe.

Venture into a second elevator shaft, and pick around the perimeter, squashing Grubs and locating objects. A fence at the far right end of the area houses a Supply Crate and a waiting Zombine. Shoot a Crate so he rises, giving you plenty of time to blast him, or punt his Grenade back at him.






You must now ride the elevator up, but this isn't as easy as it sounds. The elevator is activated by the control switch behind the mesh fence, and you aren't fast enough to activate it and then reach the elevator in time, before

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it ascends. You must weigh the elevator down first. First, check under the elevator for an easily-missed Grub, some Health Packs, and bundles of steel. Place the steel, barrels, and a long steel beam that's lying near the corpse of the first Zombine you killed in the previous room (punt it over the fence) onto the elevator. Cram everything on, then activate the switch.



Stand on the elevator, which is presently too heavy to rise, and start punting objects off the elevator's floor until it starts to ascend with you on it. On the way up, be sure to scrape a couple more Grubs off the wall. Shoot another Grub on a wall as you reach the top.

TIP

If the elevator starts to descend as you reach the top, some objects may have fallen onto the elevator platform from above. Simply, punt them off quickly and continue moving upward.



Step off the elevator. You're in the room adjacent to the waiting Vortigaunt. A few Zombies twitch into life, but they're slow and you can easily reach the orange valve. Turn it until the mesh gate rises and the Vortigaunt moves toward you, zapping the Zombies. Or, defeat the Zombies first.



Squash more floor Grubs as you reach another portable generator, which roars into life at the hands of the Vortigaunt. Pass through into another long mine corridor section and look to the right. There's a sloping corridor with two mine carriages on it.





Move to the first carriage, and make completely sure you slay the Grub on it. Then break the four Supply Crates without delay; the carriage loosens and rolls down the slope, which ends in a huge and bottomless drop! Shotgun blasts followed by Gravity Gun sucking is the best way to claim the items before they fall from your grasp. When the carriages are gone, make sure you look out over the cavern, and shoot some faraway Grubs off the cavern walls.

CAUTION

Be sure you don't follow that carriage train into the inky abyss; there's nothing but a death plummet down there!





This mine corridor continues upward past some warning barriers and a pile of dirt. Bring out a weapon and slay a Zombie as a mine cart comes crashing down through a barricade in the sloped shaft ahead of you. As you advance, stay at the base of the slope and watch as Fast and regular Zombies are spat at by a couple of Acid Lions directly above you. After the Acid Lions have slain the undead, go up the slope, spin around, and rake the Acid Lions' alcove with gunfire. There's a Supply Crate in this alcove, too.



Carefully continue up to the top of the slope, grabbing the Suit Battery as you reach the top, where Zombies, Fast Zombies, and another Acid Lion are ripping each other apart. Engage whatever is left, taking care to watch for ambushes from the dark alcoves on each side of you. Exit via the ladder, as the way forward is blocked by a fence.



Clamber up the ladder and into a cramped corridor leading to an ore hopper room. This large iron refining hopper (which is a chute, not the weapon of the same name) can be inspected after you secure a Supply Crate. Punt the hopper back and forth, revealing another Supply Crate and a dead Zombine clutching a Grenade. Drop a Grenade in the top of the hopper, then drop down the hole in the floor before the hopper swings back.

CAUTION

Get ready for a rapid plummet when you exit this chute, and stay on the cart; the ride isn't terminal!



Drop down, smashing a Supply Crate. There's little time to react as you've hit a mine cart that rumbles down a sloping mine corridor, knocking Zombies in it's way! It crashes through three barricades, then hurtles off the end of the slope into a massive shaft. Stay aboard for the ride!

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Fortunately, you land in the waterlogged base of the shaft. After swimming up to the surface and avoiding the remains of the disintegrating mine cart, shoot the three Grubs from the base of the shaft wall. Then scramble for the ladder that runs the length of this drop. Slowly ascend the shaft as more debris falls into the water below you, and stop along the ladder ascent to shoot more Grubs off four or five additional sections of the shaft. Don't fall back into the abyss when you reach the top; that Vortigaunt doesn't mean to startle you! "Aha! No pit would be complete without a Freeman climbing out of it!"

Spend some time ascending back up the sloping tunnel you rode down, as there are groups of Grubs on the floor and ceiling, and some items that fell off the cart, to locate. Don't forget the group on the ceiling of an old Antlion tunnel off the sloping mine corridor; this is the next area to investigate.






Carefully move down this tunnel until it opens up into a gigantic cavern, which you saw from a different angle when you tried to save the cart train of crates earlier. Squash and fire the Grubs on the floor and walls, then stop and look across the bottomless fissure. There are Grubs to tackle from range around the mouth of three tunnels. Zoom in and adjust your position to ensure that you shoot them all. Some are hidden until you move to a slightly different location, so spend time eradicating every single Grub.

With the Grub menace defeated, move onto the winding path with a bottomless drop on either side of you. Maneuver up and into a semicircular tunnel that allows you to go up and onto an upper ledge, turn right, and move toward a dilapidated central mine elevator area. Strafe the Antlions you see here before you drop down.



NOTE

This elevator base features a lot of combat. A nearly limitless supply of Zombies (all three varieties), Antlions, and Acid Lions attack you and your Vortigaunt friend. Slowly kill them all. The following shows some interesting places to check in this area, with the understanding that you'll be engaging in combat everywhere you look.

Drop down to the tracks and stand near the thumper if you're being ravaged by Antlions. Then head right, past the metal structure, to the blocked tunnel for a Supply Crate. Another is in the opposite, boarded-up tunnel near the thumper.





Roam the defenses near the thumper and out the other side to coax some Zombies, Zombine, and a few Acid Lions. Check out the Supply Crate near the thumper, and check inside the two small shacks as you chop down waves of disgusting undead. Then check all the dead-end tunnels, the sides of all buildings, and the base of the elevator itself for more items.




A great place from which to look down and fire, and also ransack, is the wooden planks on the upper floor above the thumper, which holds numerous Supply Crates and ammunition. Be warned, however: Usually when you maneuver around here, a Poison Zombie, complete with its hangers-on, appears near the shacks. It should be slain with urgency. You can always try punting the two Hoppers that are also up in this area; use them to lay waste to multiple foes at once.

ENTITY ENCOUNTER

POISON ZOMBIE



A death too hideous to contemplate is becoming a host body for up to four Poison Headcrabs. Bent over double, the corpse moves slowly, but it takes colossal punishment (at least three Shotgun blasts to bring it down) and has a nasty, close mauling attack. Back up and attempt to burn the host (with punted explosive barrels or Grenades), then deal with the Headcrabs individually. No fire? Then scenic items or Shotgun blasts work well.

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As soon as you are able, move to the metal platform at the base of the elevator, and press the elevator call button. The Vortigaunt agrees with this plan, saying, "Although it seems counterintuitive, I believe we must ascend to reach the nectarium!" Fight off hordes of undead and Antlions as the empty lift descends to pick you up.



Keep an eye on the lift car as it finally drops to the metal platform and step onto it, then press the button to ascend. The Vortigaunt remains on the ground below, devastating the incoming foes with incredible energy prowess. Keep your Shotgun handy as you rise. Blast a couple of high-flying Antlions as you reach the next level.

At the top, step onto the mesh catwalk and move around to a sealed gate and a portable generator. Peer downward, as the Vortigaunt ascends in the elevator and joins you. Clear this gate area of Supply Crates and ammo, and wait for the Vortigaunt to power up the generator.





You enter a small worker's room, with the corpse of the long-dead worker draped over a chair near a Shotgun. Clear the door of debris and enter another mine corridor. A massive thump startles you: A large creature cracks the Supply Crate at the far end of the corridor. This is your first glimpse of the Antlion that defends the larval clusters! Grab the item from the broken Supply Crate and head up the ramp.



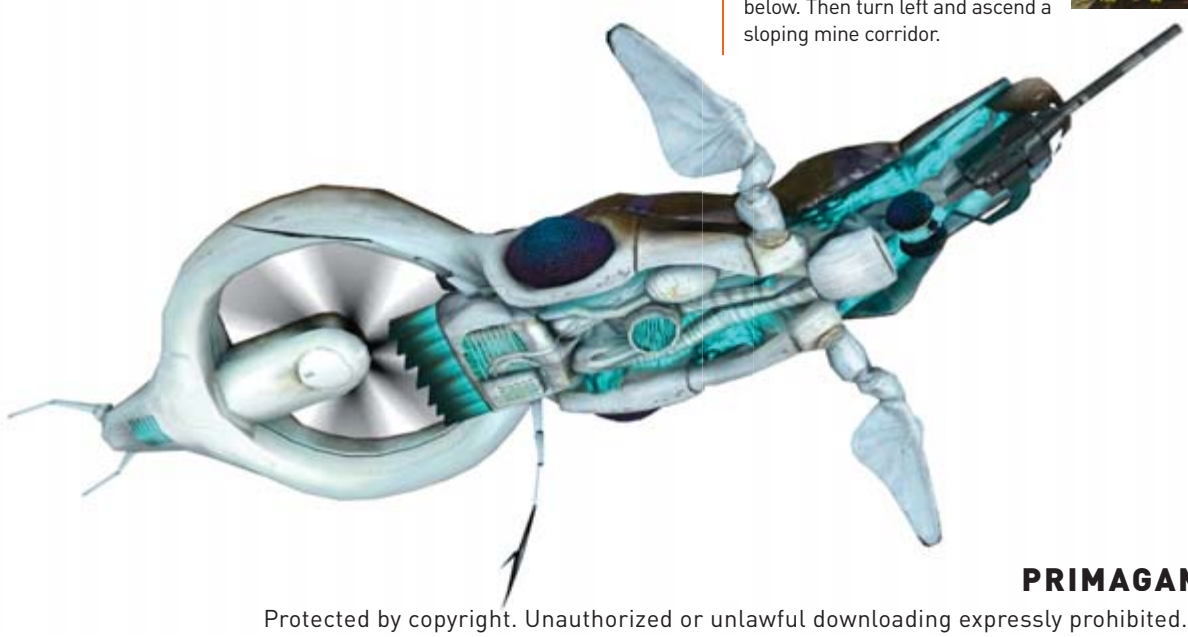
Drop down the hole at the top of the ramp into a corridor marked with a "13" on the right wall. Follow the corridor to a mesh fence held up by two wooden planks. When the planks are shot or punted, the fence falls forward. Step over and onto it, and then slay the two groups of Grubs at the junction where the "4" sign is.

Turn left at the junction. Follow the dark mine corridor down, pausing to slay the Grubs on the right wall. At the far end of this sloping corridor is a Supply Crate and an opening overlooking the elevator shaft you just negotiated. Retrace your steps and head onward at the junction.



When you reach another metal fence, stand back before you break the wooden plank holding it up—as this fence falls toward you, you can be crushed! Step onto the fence and squash another couple of Grub clusters on the ground below. Then turn left and ascend a sloping mine corridor.



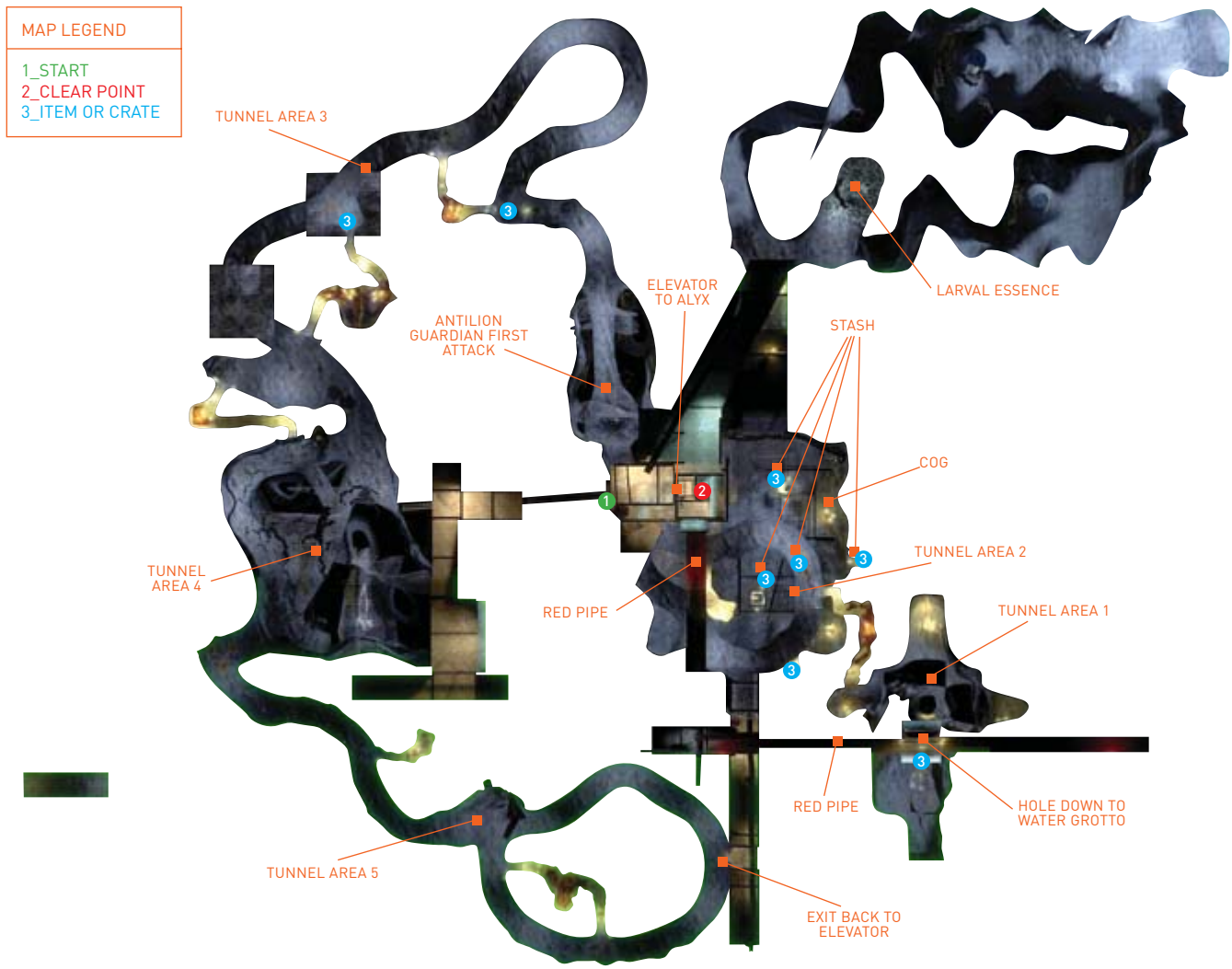


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"AH! NEVER HAVE I WITNESSED SUCH A VAST NECTARIUM! ANY EXTRACT TAKEN FROM THIS NEST WILL BE OF HIGHEST QUALITY!"

MAP 5

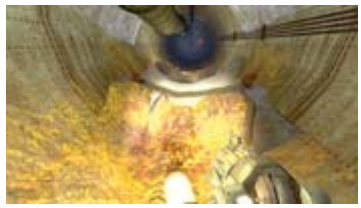
ANTLION LARVAL CATACOMBS







The mine corridor eventually leads to a mine shaft and a dead-end mine corridor. The only way is around the back of the elevator, which is currently broken. Jump across the lift shaft. Don't fall short, or you'll fall a long way to your death! Keep moving so that you aren't standing on the wooden plinth that cracks as you land on it. Enter a red metal tunnel with a large extraction fan. Punt the table to start the fan, watch it slow, then shoot it with your Gravity Gun until the broken fan blade gap is accessible. Squeeze through it.



Move along the tubelike corridor and turn left at the junction, moving along and under a pipe until you reach a greasy, glowing hole in the floor. There's a Grub on either side of this hole, so make sure you slay both before you drop down. Then look directly up, and blast any Grubs on the hole wall above you.

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Continue along the Grub-filled corridor, making doubly sure you dispatch every one of these larvae. Tear through a web, then be sure to slay another Grub on a second web that overhangs a massive plummet down into water. Take the plunge! Once you hit the water, surface, and quickly take in this new grotto. Make sure you've slain the Grubs at the top of the hole you dropped from, then fire at the Grubs on the main central column.

Swim underwater and locate this underwater web that contains some corpses. Shoot the web before heading into the hole itself. Clear a second web, and swim right, surfacing on the other side. Swim around the dangling tongue of a Barnacle.



Clamber out of the water onto the gloomy alcove and turn to shoot the Grubs on the wall. If you haven't slain the Barnacle, it sometimes grabs one of the submerged corpses for a snack. Move around until you see two more Barnacle tongues and shoot the beasts on the ceiling and the Grubs you can see. Then swim around the stalagmites to an exit tunnel.






This tunnel is even more disgusting than the previous burrows you've navigated, if that's possible! It's decorated with blood, half-digested corpses, and of course, Grubs to slay. Be sure you tag them all and crawl out the other end, readying your Submachine Gun for an Acid Lion attack. Time your exit so that you aren't hit by its spittle. Drop down below the nectar combs. Check a nearby desiccated corpse for some items.




You can choose to head left or right down this corridor. Either way presents a couple of Acid Lions to repel, and then there's a junction to locate. Stop before you head down the tunnel with the large stalactites you can see beyond. Before you go there, look for a glowing side tunnel (picture 2) with a Health Pack at the entrance. This hides a group of Grubs that you can easily miss. Only after you've slain these larvae should you find the exit tunnel.



The exit tunnel opens up into a chasm with a circular rock platform on it and a group of stalagmites in the middle. Drop down and stop. You can now witness the majestic horror of the Antlion Guardian! It charges the stalagmites, smashing into them. As soon as this happens, run past, to the left of it, and disappear up the tunnel.



You are encroaching on the lair of the Antlion Guardian, a massive, sinewy (not to mention, glowing) beast that cannot be slain; it must be avoided. You can defeat it, but the extract won't be able to heal Alyx if you do.

ENTITY ENCOUNTER

ANTLION GUARDIAN



The Antlion Guardian is a keeper of the Antlion nectarium, a gigantic subterranean incubation chamber where Acid Lions and Antlions hatch. Sporting a massive and toughened head, it uses this primarily to charge you. As you cannot defeat it because of the Vortigaunt's instructions, the Guardian must be avoided at all costs!

Charge down the corridor, and ignore the main tunnel on your right (which is blocked by stalagmites). You must run into the smaller Grub-infested burrow ahead of you, shooting the Grubs off the entrance hole as you go. Take the Health Pack as you enter, and stop. You're now safe from the Guardian.





Crawl through the mess of mucus and corpses, squashing more Grubs as you go, and shoot the web at the opposite end of this burrow. The Antlion Guardian canters and leaps over a dip in the main tunnel, then speed off to the left. Drop down and face the tunnel it raced down. Don't forget to shoot the Grubs on the outside of this hole's exit!

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You have a brief moment to run down the larger tunnel toward the last known location of the Guardian, as the way to the right is blocked by the dip in the floor. Run along the tunnel, but look for the sacs on the left wall, and dive into another burrow, slaying Grubs at the entrance. Dive inside or you'll be struck with the heavy head of the Guardian. Crawl inside and continue your Grub destruction, dropping to a lower part of this burrow and claiming a Health Vial. Then crawl to the exit, making sure you shoot the Grubs clinging to the exit hole as they are easily missed.

Look out of the exit. You can see a tunnel with a glowing burrow across and slightly to the right of your position. The tunnel to your left leads to a confrontation with the Antlion Guardian, so ignore this path and race to the burrow entrance. Pick up the Suit Battery and slay more entrance Grubs.





This is the last burrow you need to negotiate before you reach another large, bottomless, subterranean canyon with a rock platform to negotiate. Crawl through the unspeakable gunk and blast the Grubs on the exit hole before dropping down.

Shift to the right slightly, and wait for the Antlion Guardian to appear. It launches three boulders at you, which you should easily sidestep. Then wait for the Guardian to choose a path on this circular platform. Run in the opposite direction, around the giant central column, and flee this area.



Charge down this corridor, Sprinting as quickly as possible, until you reach another burrow and dive inside as the Guardian passes you. Grab the item and slay the Grubs, but then return to the entrance as this burrow has a dead end. Exit and turn left.



Coax the Antlion Guardian so that it passes you, or run around it and take the hit, and dash along the main corridor until you reach a junction with a pool of water. Drop into the water, and immediately head to the Grub burrow to the right. The Guardian slows to jump in the water, but don't wait for the beast!



Instead dive into this burrow, and stop. Be sure you've dispatched the Grubs on the hole entrance, then crawl inside and grab some Health during your burrow trek. Squash and blast more Grubs as you reach the webbed exit, and check the hole entrance on this side. More Grubs are here, too.





Exit left, out of the hole and Sprint around the remaining large tunnel until you see a wooden break in the right wall. Shoot it with your Submachine Gun. Drop into the wooden mine platform just before the Guardian smashes its head through the gap.



Shoot or fall through the floor to escape the Guardian completely, and now you're in a long mine tunnel with a pipe above you. Head down the longer of the two stretches (as the shorter is a dead end), and take the items from the dead medic before you cut the web.



You appear in a partially ruined elevator shaft. In the distance above, you can hear the Vortigaunt: "Activate the elevator, that we may reconvene!" Before you attempt this task, you may wish to completely search this chamber. Start with the ceiling in front of you. Bring down the corpses, Grubs, web, and items up there, and deal with the Barnacle next to the hole and the Headcrab that falls out of the hole.



Do not forget to search every webbed hole for a Grub stuck on the roof of the hole. Shoot it after all other contents have fallen out.




Next, shoot out the web at the hole on one of the chamber's narrower end walls, so more items spill out. Shoot the Grub at the far back of the hole, then stomp the Grubs in the corner. Next, head around the wall opposite the elevator shaft and step on more Grubs before blasting another web hole. Beware of the Poison Headcrab that flies out, and after it is blown apart, collect yet more items and check for another Grub at the back of this hole.

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Continue your counter-clockwise hole spilling and check the ceiling above a shallow wooden platform near a Barnacle, dropping more skeletal remains and objects out. This is the last "Piñata Party" hole. Double-check that your Grubs are gone before working the elevator.







The elevator mechanism is missing a key cog, which you notice if you try to activate it. Rummage in the opposite area of the chamber to find the cog, bringing it back with the Gravity Gun. Shoot the Barnacle hiding above the mechanism, or it grabs your cog for a meal when you try to affix it to the contraption! With the new cog inserted, pull the lever. "Abide a moment longer, Freeman, that we may proceed together!" the Vortigaunt shouts as the lift descends.





The Vortigaunt walks to a generator trailer and powers it up, opening a gate. "The scent of ripe perfection beckons!" it utters. "Follow, Freeman, while I track it to the source. You have done the hardest work, admitting entrance to this chamber. Truly, the life of Alyx Vance is in able hands." Head down a sloping tunnel, squishing a few Grubs, until you reach the Antlion hive, or nectarium. The Vortigaunt summons the extract and returns to the lift. Follow the Vortigaunt up.

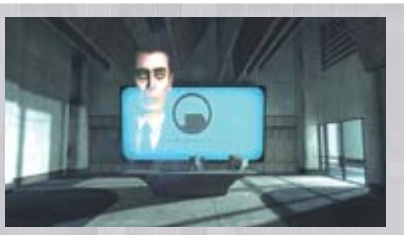
The Vortigaunt rejoins the others and they begin to murmur about Alyx's life force and how it is ebbing. The miraculous secretions of the extract seem to help. They beckon you in as a tether to the human realm: Your vortal signature is needed! You join the ring, and the quickening begins....



G-Man About Time and Space Location #1



Time freezes. A familiar figure appears. "I realize this moment may not be the most convenient for a heart-to-heart, but I had to wait until your friends were otherwise occupied," the G-Man utters.



"There was a time they cared nothing for Miss Vance, when their only experience of humanity was a Crowbar coming at them down a steel corridor. When I plucked her from Black Mesa, I acted in the face of objections that she was a mere child and of no practical use to anyone. I have learned to ignore such naysayers, when quelling them was out of the question."



"See her safely to White Forest, Dr. Freeman. I wish I could do more than keep an eye on you, but I have agreed to abide by certain restrictions." The scene fades entirely away from White Forest and settles back in the mine junction. The G-Man moves close to Alyx. His mouth brushes her ear and he says, just loud enough for you to hear: "When you see your father, relay these words: 'Prepare for unforeseen consequences.'"



Alyx awakens, in some pain, and asks how long she's been out. She's anxious to reach White Forest, then catches her breath. She slowly moves to the elevator with a Vortigaunt supporting her, and together you leave the Mine. "Be adequate!" Griggs shouts encouragingly as you ascend, before he is admonished by Sheckley.



TIP

Remember to reclaim your Little Rocket Man before you leave, if you're attempting this Achievement. Restock your weapon ammo at the Infinite Ammo Crates before you enter the elevator.





Exit the elevator and move to the Supply Crate, shatter it, and then head to the barred wall at the right corner of this tunnel. The final Grub is located behind the slats here. After a brief conversation with the Vortigaunt, Alyx walks unaided. Move to the ramped area with the wooden planks across and break them. Head to a hole in the top and descend, heading out of the Mine.

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FREEMAN PONTIFEX

OVERVIEW

After witnessing a wagon train of the Combine's remnants, Alyx realizes that these hated forces aren't anywhere near as weakened as it was first presupposed, and that these Synths seem to be marching toward White Forest. She must quicken her pace, and the Vortigaunt suggests appropriating a vehicle from a nearby refugee camp in the ruins of the mine warehouse. Getting there is the first challenge, and the canyon leading to the back entrance is filled with Antlions and their Guardians. Once these are dispatched, you gain access to the refinery and locate the car, but it is parked at the far end of a broken bridge. After a lengthy descent into the warehouse buildings and across a toxic river, you must secure the car, drive it over the bridge (which is missing part of its midsection!), and travel onward into the real wilds of the Outlands.

INVENTORY PICK-UP

- Overwatch Standard Issue Pulse Rifle (OSIPR) (AKA AR2)*
- Cannibalized Muscle Car*

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Vortigaunt
- G-Man?

ENTITY ENCOUNTER
HOSTILES

- Antlion
- Antlion Worker (AKA Acid Lion)
- Antlion Guardian
- Antlion Guard*
- Zombie
- Headcrab
- Fast Zombie
- Fast Headcrab
- Combine Zombie (AKA Zombine)
- Poison Zombie
- Poison Headcrab
- Barnacle
- Fast Zombie Torso*
- Zombie Torso*
- G-Man?

*** Indicates first exposure to entity**

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"THEY CARRY SHU'ULATHOI—ADVISORS, STILL IN INCUBATION PODS. THAT IS WHY WE MUST HUNT AND KILL ALL!"

MAP 6

ANTLION CANYON



Head up the mine corridor ramp and into the daylight. On a debris-filled deck, Alyx and the Vortigaunt look across at a distant bridge. A Combine convoy is moving across the bridge. A massive podlike structure accompanies the convoy. The Vortigaunt explains this is the incubation chamber for an Advisor.



Alyx realizes with a creeping sense of horror that this convoy is heading toward White Forest! The Vortigaunt indicates he knows of some humans who have a vehicle you can use. Knock the barrels away from the grassy slope to the left, run down to the canyon floor, and head toward the Supply Crate.



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The canyon bends around to the left, stretching out in the distance to a rusting outdoor elevator and mine workings. However, on the way, there are a couple of thumpers; move toward the first thumper and a group of Antlions burrows out of the ground. Move quickly to the thumper and blast them from here, then take the Supply Crate and smash it. Venture out to the wooden ramp if you require more Supply Crates, and watch for spitting Acid Lions. Slowly work your way forward down the canyon.

CAUTION

You can also suck in the collection of explosive barrels dotted around this area, but don't launch them when the Antlions are too close, or you'll be caught in the explosion.



Reach the second thumper ("A vibratory oasis!" the Vortigaunt murmurs), and collect a Shotgun and more ammo from a Supply Crate, then mop up a couple more Antlions before you venture farther toward a rail track. Watch out! Bursting out of a mine tunnel on your right is the Antlion Guardian you saw earlier! Seconds later, a brown Antlion Guard crashes through the left mine tunnel!

ENTITY ENCOUNTER

ANTLION GUARD



One of the most feared creatures outside of the Combine's Citadel interior is the Antlion Guard, also known as the Myrmidont. It is an enlarged type with a massive, tough head. Galloping quickly across any surface, it relies on its head to smash targets, creating blunt trauma damage. Apart from its mottled brown color, this creature shares all behavioral characteristics with the Antlion Guardian.



With two of these buffalo-sized beasts to fend off, your tactics should encompass some of the following: First, leave the Vortigaunt and Alyx to tackle the regular Antlions and Acid Lions unless too many are buzzing around your location. Keep the main combat in the gravel area between the two tunnel entrances and execute circle-strafing to avoid those nasty head-butt charges.




Numerous explosive barrels lie around this area, and the best idea by far is to pick one up and quickly punt it at one of the giants. Be sure you select one of them at a time, defeating the first before moving to the second. The mine carts can also be used as cover. If you run out of barrels, then close, secondary fire Shotgun blasts are a good way to finish them off. Remember there are heavy, compact objects, such as a rusting car engine, that also make excellent punting weapons. Continue this combat until both the Antlion Guard and Guardian crumple.

TIP

During the combat, you can find additional explosive barrels in either of the dead-end tunnels from which the Antlion Guard and Guardian came (if all the other exploding barrels have already been used). Suck the barrel from the entrance; don't venture in or you may be pinned down as you emerge.



Move so that all three of you are facing the outdoor elevator to the left of the mine tunnel entrance. The Vortigaunt powers the generator into life and the metal gate lifts up.



The elevator appears to be stuck and is grinding away above you. Step through the gate and climb the ladder. Turn right and edge along the stone ledge, passing a corpse and a Headcrab rocket. Arm yourself with the Shotgun, so the Poison Headcrab you spot can be nullified before it leaps.



Continue around and back to the top of the elevator car, taking care to step on the wooden planks so you don't fall. Jump and land atop the elevator car, and either shoot or punt (after ducking) the wooden plank holding the car hatch closed. Suck out the hatch and punt it across the canyon.



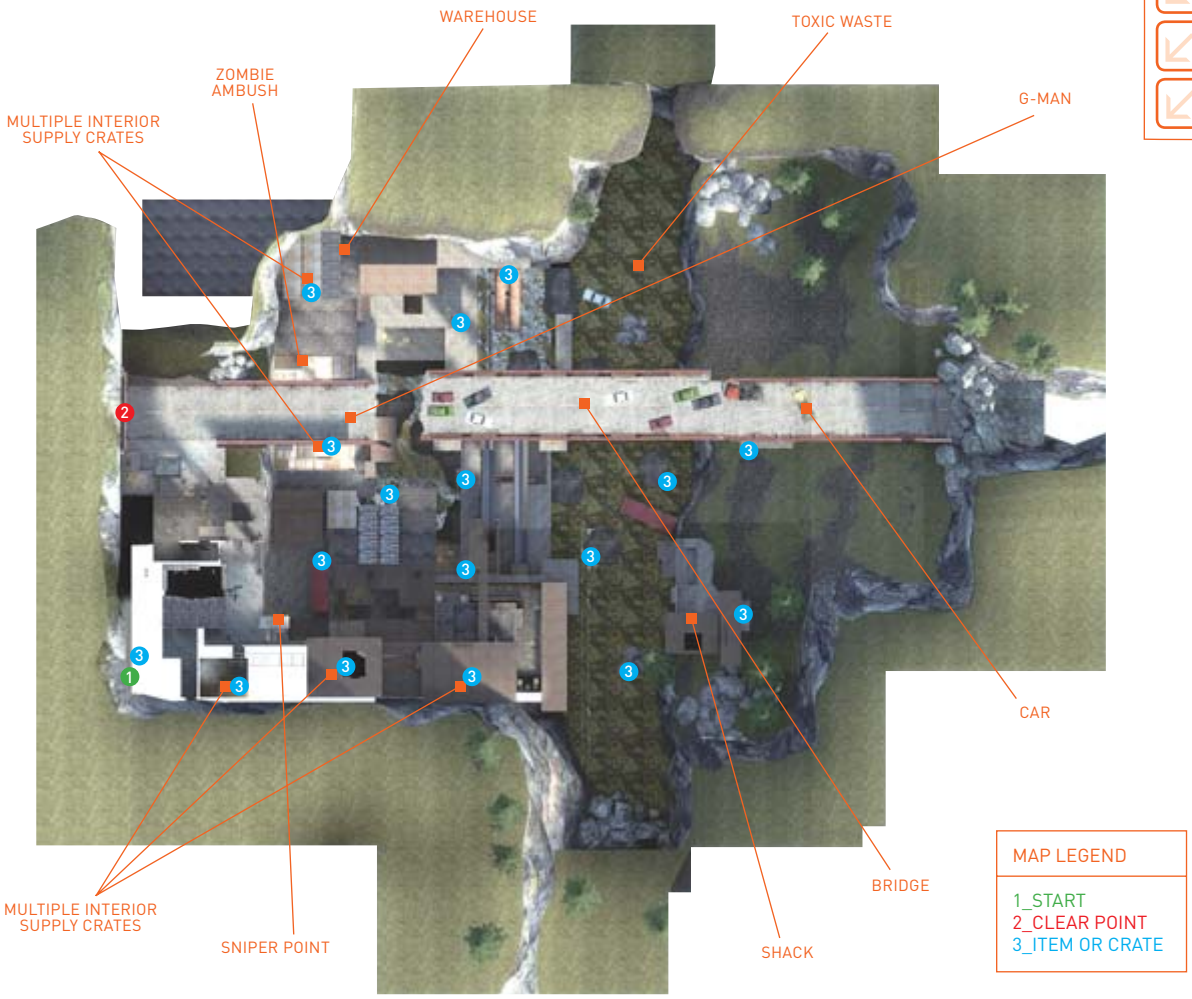
Then drop through the hatch hole, into the elevator car. Someone has jammed a pickax into the elevator lever, so suck it away with the Gravity Gun. Now the elevator drops to the ground. Use the switch to open the car gate, and ascend with all three of you in the car. At the top, exit and run down the concrete corridor, then drop down the partially destroyed stairs.

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"OH MY GOD...WE SCORED! LOOK AT THIS CAR! WE'LL BE DRIVING TO WHITE FOREST IN STYLE!"

MAP 7

THE BROKEN BRIDGE





Follow the corridor out into the open as a crow flaps away. Alyx is puzzled about the lack of sentries until you duck under a gap in the wall, picking up the AR2 Rifle, and she spots a group of devoured rebel fighters and Combine. "Headcrabs have had their way with both parties," remarks the Vortigaunt. Take the Health and Suit Batteries from the corpses.

INVENTORY ADAPTATION

INVENTORY ADAPTATION: OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR) (AKA AR2)

An exceptional rapid-fire alternative to your SMG, the Pulse Rifle is an impressive piece of Combine manufacturing issued to some of its Soldier classes. This is a viciously powerful weapon featuring extremely hard-hitting pulses, a quick reload, and a second fire that's second to none, but alas, it isn't currently available.

G-Man About Time and Space Location #2





Before you gaze down the bridge building itself, be sure to move to the mesh fence to the left of the computer terminal, and zoom in on a suited figure striding across the only part of the bridge that's still stable. The G-Man is here! Later on (after he disappears from view), however, he cannot be found.

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Inspect the area. Alyx locates what looks to be an excellent choice for transportation, but it is on the half-destroyed bridge. The Vortigaunt deems the toxic waste on the ground below too dangerous for Alyx to venture into, although it does appear that she could use a nearby Sniper Rifle. Alyx lets you through the force field to your right.

CAUTION

You can look over the gap in the fence to the toxic ground below, but you need to find a methodical way down; jumping off this concrete balcony simply results in an agonizing fall and death.

Once through the force field, climb up the stairs to a junk-filled storage room with a half-hidden elevator shaft. Rummaging reveals little of value in the debris, so punt the two rusting containers and the green cabinet away, and break the wooden planks. Drop into the elevator shaft.





There's no elevator, so turn around and look for another rusting container to push out into a concrete-floored room beyond. This appears to be another storage chamber. Crack the wooden boards and drop down to the mesh-floored level below.



Spin and look around this enclosed area. There's a mesh fence to your right that isn't manipulable, so remove a couple of wooden crates that are half-hiding a gap. Duck and crawl through.

This leads to a small, darkened room with boxes scattered about. Ignore them and instead remove the chair that's blocking a white door. Open the door and prepare for some frantic combat: A Poison Zombie is waiting behind here! Blast it with the Pulse Rifle, Shotgun, or back up onto the mesh floor and roll in a Grenade.






Venture into the room where the Poison Zombie ambushed you, making sure any remaining Poison Headcrabs are dealt with. Move around to a hole in the floor and crack the wooden planks so you can drop down to the next level. Look for the half-closed gate and crawl under it. This leads to an elevator shaft marked "4" and the car itself. A metal tub is jammed into the car. Punt it out, then stand atop the elevator and look down. Don't become another ambush victim: Wait for a couple of Poison Headcrabs and slay them from up here.

Drop into the room below, which has scattered pallets and boxes everywhere, which are of no use to you. Exit via the white door in the corner. You appear on the fire escape overlooking the bridge. Alyx shouts that her Sniper Rifle is powered up, and proves it by planting a shot into a shambling Zombie. Look up and behind you for a well-hidden Supply Crate, then descend the stairs.






Enter this room and peer through the reinforced glass to your left: This looks like a warehouse chamber, but you can't reach it yet. Instead, turn right and view the drop below. In a darkened corner are two crates. Beware! These crates are resting on two planks, and there's a bottomless drop below! The best plan is to stand on the ledge to the left (picture 1) and suck the crates in, either after shooting two Barnacles on the ceiling alcove above the crates, or after catching the crates once the Barnacle spits them out (picture 2).

Exit this room, making sure you pick up the ammo box from the table to your left. The familiar tongues of several Barnacles greet you. Suck the explosive barrel ahead of you, so one of the tongues picks it up, then carefully shoot it with a Pistol until it catches fire, but doesn't explode. The barrel is dragged up and then detonates, killing all the Barnacles.






Venture farther into this room and begin to dismantle the planks across the gap to your left. Once through, purposefully allow one of the Barnacle tongues to drag you upward: It's the only way to reach the corrugated

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metal roof to your right. Shoot the Barnacle before the skin of your head is sucked off, and land on the roof. There's a Supply Crate up here and another hidden to the right of a cylindrical tank (picture 2). Grab both, then deal with any remaining Barnacles.



Cross the bottomless gap and maneuver around to a burning gas tank complete with a roasting Zombie moaning in pain. Shoot it, or punt a gas can at it. Then turn the valve to shut off the gas and stop the fire.



Continue to the end of the hall and turn left. Look down to see a Zombine hammering at a door. Drop a Grenade down on it, or blast it with both barrels of your Shotgun. If you time the attack poorly, back up and attack the Zombine as it charges you, ideally with your Shotgun squarely aimed at its head.



There's some truly disgusting remains of a refugee you can pick up, including the skull and spine on the staircase landing near the white door. Open the door to a dead-end room. Avoid the ambush as those bodies in the room aren't quite dead. Lob in a Grenade and back up with your Shotgun at the ready for a sprinting Zombine. Then claim the items from the Supply Crate inside.

CAUTION

If you don't have Grenades and you simply open the door and walk in, the lights go out, so equip your Flashlight first. Be ready to back away up the stairs from the Zombine if it tries to charge you.



Descend the stairs and head out into the open. There's something odd to your right: Something is throwing boxes out of a large metal trash container. Amusingly, if you lob in a Grenade, it is thrown back at you! Try another, and it explodes. A flaming Fast Zombie leaps out! Or, jump and shoot into the container to coax it out, then drop it with your SMG or Magnum. Grab the supplies from the Crate afterward.



Move toward the padlocked mesh gate and knock or shoot the padlock off the door. Move around a corner to the left. A group of shambling undead rises to greet you, but if you let her, Alyx drops them all from her sniping vantage before they can reach you.





At the end of this passage, duck and crawl under the left low gap leading to a staircase and a gas tank with a valve attached to it. Shoot the barrel so the two Zombies in the landing area are blown apart, then quickly run to the valve and turn it on. Hide behind the mesh fence as Alyx snipes a Poison Zombie while its Headcrabs burn and writhe. Make sure you bag all the scuttling foes, then turn off the gas and venture down the stairs, coaxing up a Zombine and more Zombies. Repeat the ambush, watching out for a Grenade from the Zombine, then mop up the final Zombies before heading down the stairs.



Around the next right corner are a group of Zombies and a couple of Barnacles, and this area is excellent for ricocheting a Grenade around and backing out of the explosion. Or, tag one of the barrels so it burns, and then back away out of the blast radius. If you stay to watch, you'll be wounded.



When the explosive barrels have burnt out, round the corner and defeat any remaining pests on the ceiling and floor. Ignore the sealed gate to the left and check the pipe alcove for a Supply Crate. Then roll a Grenade to stop a Zombine from breaking the wooden planks ahead of you, or shoot it as it charges, backing up to avoid its swiping.



Climb the stairs and turn right. You've made it into the base of this structure and a storage yard. First, turn right, and head around the back of the large red metal container (seen on the right of this picture). Secure the Pulse Rifle from the box and items from the Supply Crate inside.

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Return to the top of the stairs and turn right. Be on the look out for a severed Zombie, complete with a saw blade protruding from its torso. You can see a toxic swamp at the fence nearby, but to continue, climb the ladder just left of the sliced Zombie. There's health at the top.



Step onto the roof and listen for Alyx, who's requesting that you remove portions of the roof so she can get a clearer shot. It is very important that you begin to shoot all the metal sheeting from every part, creating a mass of holes before you drop down onto an upper catwalk that holds a Supply Crate. Stay up here and slay any Headcrabs that appear.

CAUTION

Prepare for some intense Zombie combat! Be sure you've selected your favorite close-combat weapon, such as the Shotgun, for this task.





Drop down to the ground, but only after Alyx shoots as many Zombies as she can see. Then unload on the group of Zombies and a Zombine that stagger into view. The action is fast and furious, and circle-strafing is the key to avoiding the Zombine charges. After the first wave of undead are downed, expect another two Zombine to run out from the dark doorway in one corner of the room. With Alyx's help, aim for the head, and retreat from any Grenades they produce.



Continue your Zombie massacre, staying on the shaded side of the room and popping the Headcrabs off a few Zombies until the next wave batters through on the other side of the room. Make your first casualty a Fast Zombie, then concentrate on the Zombine.



Circle around the wooden supports to avoid the Zombines' claws, and then tackle a Poison Zombie with Alyx's help. Clear the area, then head down the gap where the second wave of undead appeared from, lob a Grenade at the undead in the area, and coax a couple more Zombine out into the middle. Next, destroy the Zombie in the fenced corner before he breaks through.

TIP

Don't move or stay in enclosed areas to fight; move there and then immediately retreat so that Alyx can help with her sniping skills. If you're low on ammunition, or want to slice the Zombie hordes, unhook a saw blade from one of the interior room hooks and use that.



When the room is finally cleared, check every darkened corner and antechamber for Supply Crates, then exit via the area where the final wave of foes came from. It leads to a warehouse you viewed earlier. Move toward this central shelving.





Duck and crawl left along the base of the central shelving, and change to your favorite close-assault weapon. A fiendish upper half of a Fast Zombie scrapes forward with shocking speed and swipes at you! This is the first of these severed fiends you've encountered! Stand up, shooting a Barnacle so that you're not choked, then turn left and around. Strafe the ground as a regular crawling Zombie Torso feebly attempts to attack.

ENTITY ENCOUNTER

FAST ZOMBIE TORSO



Fast Zombies seem to be a little more hardy than before, and some can now survive without their spindly legs. Ironically, this deficit doesn't slow them down as much as you'd expect, although they are far easier to destroy than their full-bodied counterparts. Simply locate a good close-combat weapon and blast the incoming beast as it scrabbles toward you on its elbows.

ENTITY ENCOUNTER

ZOMBIE TORSO



Perhaps the most pitiful of all the wrenched once-humans, the Zombie Torso can only crawl, hand over elbow, toward you with a single-minded purpose. Simply retaliate with any weapon and put this thing out of its misery.

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Shoot the Barnacles above and smash the Supply Crate before navigating this chamber. The only possible exit is a ventilation duct in the upper corner of this warehouse. Reaching it requires a little creative thinking. The first plan is to stack the two wooden crates and a barrel below the middle of the central shelving. Jump on them, jump to the belt, then suck the objects and stack them near the rusting containers. Now jump up to the top shelf (picture 2), as shown. Grab the Supply Crate and shoot it at the vent in the corner. Then jump across to the corner shelf with the vent near it.




The other method of exiting the warehouse involves you leaping up the perimeter shelving toward a forklift truck. Watch for a Poison Headcrab in this area. Locate the metal shelving cabinet above the truck's platform and shove the cabinet down onto it. Drop down to the truck and activate the lever, then leap on the platform as it rises. If you miss, lower the platform, or retrace your steps around the perimeter shelving. Then adjust the metal shelf, leap onto it, and then to the shelf where the vent is. Suck the Supply Crate on the upper shelf near this area if you wish.

Use a Crowbar or weapon if you wish to destroy the vent grating, then squeeze into the vent itself and crawl all the way to the exit. Drop down to the base of this structure. You're almost at the toxic waste ground. Check the Supply Crate to the left.



The only way is down the central hole with the metal railing around it. You slide off two pipes to the ground below. You can optionally remove the pallet and boost an explosive barrel into the toxic waste ahead, defeating a Zombie or two. Then jump to the exposed ground in the corners and slowly make your way forward, staying within Alyx's field of vision so you can both slay Zombies standing up in the slime.



TIP

Use your SMG's Secondary fire function, and drop enemies with your weapon's Grenades.



Carefully work your way around the left edge of the waste pool and under the building. There's a gap in the fence in the darkened corner, but this is a nasty trap, and you're wise to blast the explosive barrels before you step inside, then retreat to the ground by the waste when the Zombies ambush. Watch out for attacks from both directions.




Exit the mesh fenced area via the ladder and restock your SMG's Grenades from the Infinite Ammo Crate. Turn around, and walk along the concrete ledge. Fire more Grenades at any Zombies remaining in the slime below. Then suck the Supply Crate behind the fence in front of you and maneuver it over the fence to your feet before destroying it. Then duck down below the pipe to the right, collecting the Health Pack and dropping down. Once you drop, the only way is forward, so make sure you have all the items you need from here before you proceed.



Continue to another section of toxic waste with two broken pipes and a Poison Zombie staggering out from the right of them. Deal with it easily by firing a well-placed SMG Grenade, and shoot any escaping Poison Headcrabs. Then use the spool as a stepping stone, cross the waste, move onto the pipes, and smash the crate at the top.




Turn and leap onto the gravel by the gap in the wall and peer out to a river of waste. Jump onto the car, then to the pile of boulders. Turn right, using any nearby spool to bridge the gap between you and the next gravel pile. Then turn left, leap onto the car and the gravel island with the Supply Crate on it. Ignore the crate and face the buildings. Shoot an SMG at the Zombine that appears to slow it, and then give it a double-Shotgun blast as it closes. Then blast any regular Zombies with Alyx's help.

When the coast is completely clear, destroy the Supply Crate and suck the contents. Then place two spools as stepping stones to the gravel pile at the far end of the red container and run to the pile, turning left and dealing with another incoming Zombine.



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Stay at this pile to slay more Zombies, then place another spool in the waste between here and the last gravel pile. When you reach the final pile, expect a Zombine and Zombies to appear in the waste between here and a ladder on the river perimeter wall. Gather the two Supply Crates and smash them when the coast is clear.

TIP

Suck the Supply Crate that's on a small gravel pile far away from this part of the river: Don't use spools to reach it. There's nothing else of value at the far ends of this river, so there's no need to explore.



Move to the ladder and climb it. Then ascend a second one to the grounds near the broken bridge itself. Before you explore it, check the shack to your right, but do so with care: The bodies inside aren't quite dead, so fire at the Fast Zombie corpse from outside, then continue to blast it.



Lob a Grenade in to destroy a Zombine corpse, then enter the shack, but back in, facing the doorway. A Zombine from around the corner appears. Circle around and blast it with a double Shotgun attack. Collect the items and exit, making sure you head around the back of the upper part of the shack for another Supply Crate.



The time has come to ascend to the bridge, so head up the grassy embankment and onto the bridge itself. Move toward the Cannibalized Muscle Car. As you reach it, look to the portal storm, which unleashes another shockwave directly at you! The entire bridge, which is already in two pieces, shakes and wobbles!



The bridge's middle section is tipping precariously, and there's no way your car can make the jump at the moment. Investigate the bridge. Face it and break open the Supply Crate on the catwalk, then climb the small ladder to the top of the side girder. Leap the gap from here.



Equip your Gravity Gun and begin to systematically shoot the wrecked and rusting cars on this bridge midsection, including the four at the far end. When all are removed, the bridge rocks back alarmingly, but the end near your car is lowered instead of raised. Return to the car.

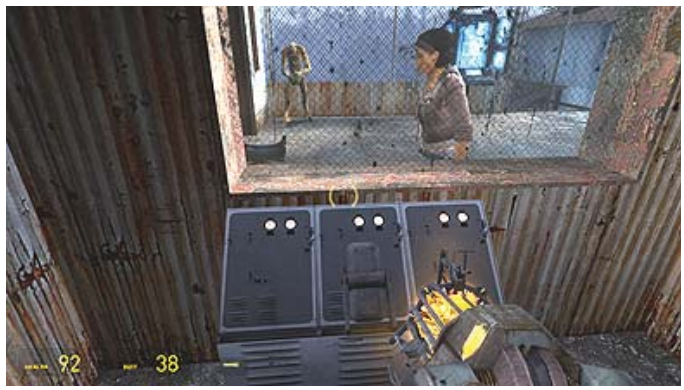
INVENTORY ADAPTATION

CANNIBALIZED MUSCLE CAR

Based off a muscle car frame, this vehicle features parts appropriated from many different vehicles and offers little protection (there's no Tau Cannon like the Scout Car's on this car!). However, it handles just like the Scout Car, featuring a Turbo and Handbrake. Press the Use button to enter and exit this vehicle.



Turn the Cannibalized Muscle Car so it is positioned straight on for the jump to come and accelerate while using the Turbo. You leap the gap and land at the edge of the middle of the bridge and cross to the other side. Skid to a halt, get out, and smash two Supply Crates: one to your left on the ground, and the other atop a gravel-filled blue trash container.



Now look for a set of metal steps and a ladder. You can optionally ascend the steps and wave at the Vortigaunt and Alyx through the reinforced windows, but you should climb the ladder and activate the switch that releases the door, allowing both of them to come through.



After Alyx excitedly inspects the vehicle and calls "Shotgun," she bids farewell to the Vortigaunt, who is departing to intercept some as-yet unhatched Combine Advisors. "Our bonds are of nature and require no gratitude," he tells her as she wipes away a tear. She climbs into the car as the Vortigaunt powers the gate. Accelerate into the tunnel.

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RIDING SHOTGUN

OVERVIEW

The pace to White Forest quickens, now that the open road is before you. Until, of course, the road becomes clogged with rusting vehicle hulks and the long-dead remains of hapless refugees and worse. Amid the eerie quiet of these mountains is a lonely radar station, which needs to be powered up for Alyx to communicate with White Forest. This area is your first combat with the hated Hunters, but Alyx is ready for them this time. Continue driving until you reach an abandoned farmhouse and barn...although a new and frightening resident has taken up a corner: the dreaded Advisor. After tackling him and a Combine scout team, you quicken the pace, driving erratically down a winding railroad to avoid the guns and bombs from a Hunter Chopper attack craft. Only when you reach a Rebel train yard can you disembark from your overheating Car, use the Chopper's own weapons against it, and win the respect of your new-found friends.

INVENTORY PICK-UP

- Crossbow

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Dr. Magnusson
- Rebels*

ENTITY ENCOUNTER
HOSTILES

- Zombine
- Hunter
- Combine Pod*
- Combine Advisor*
- Combine Soldier*
- Combine APC*
- Hunter Chopper*
- Zombie
- Headcrab
- Fast Zombie
- Fast Headcrab

* Indicates first exposure to entity

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"DON'T YOU UNDERSTAND THE GRAVITY OF THE SITUATION? THE SURVIVAL OF EARTH DEPENDS ON THE DATA YOU CARRY!"

MAP 8

RADIO TOWER SETTLEMENT



"Watch the paintjob!" Alyx laughs as you race down a mountain road on the way to a tunnel in the distance. Slow down as you near it; there's a small pile-up of vehicles from a past Headcrab rocket delivery, and the road is blocked. Swerve left through the gap in the fence.





Drive down to a river, skidding left, and follow the river around a small rock island (you can move around the island to the left or right) until the river disappears into the rocky hillside. Turn right, driving up a shallow, gravel embankment. Alyx spots a Radio Tower in the distance.



Driving through this undulating environment can sometimes result in your losing control of your Car, or getting stuck in a ditch or between rocks. The solution is to get out, and blast the Car with your Gravity Gun. You can also shoot the Car with your Gravity Gun to propel it forward, even with Alyx inside it. Do this if you want to search an area and slowly progress forward without having to return to the Car.

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Follow the dirt road as it loops around to the left and up the hill, toward a wooden crossbeam entrance to the Radio Tower settlement. Stop before you pass through and move on foot toward the rusting car to your right. A Supply Crate is near some wooden boxes in this area. Now return and drive into the settlement.



NOTE

Although the wilds of the Outlands have numerous additional places to drive around and search, this is the only Supply Crate you can find before you enter the Radio Tower settlement.



You arrive at a three-building settlement with a Radio Tower. It appears to be undamaged. If you wish, take a look at the distant maelstrom where City 17 once stood. "The portal's getting bigger," Alyx says. "I hope we still have time to shut it down." Search the settlement, following the electrical wire poles to the larger of the two shacks.



NOTE

You can open either the double doors or a single door to the rear of the building. You can also clear this area before or after you investigate the main radio warehouse.

Open up the building's doors (from either direction), and ready yourself for combat with two Zombine. You can back out and lob a Grenade in, storm in with your Pulse Rifle blazing, or shoot the green cabinet into the Zombine as they spot you. Clear the building of these fiends.



Search the bathroom on the left as you enter this building, and secure more items from the Supply Crates. Then saunter over to the monitor. Alyx checks it out. There's no power to this area, so exit the building now that the threat has been cleared out.



Exit the shack and make a quick sweep of the yard between this and the smaller shack adjacent to this place. The yard contains a Supply Crate and another one is in the small shack itself. Destroy these now or after you complete the task inside the warehouse.







Inspect the warehouse exterior. Aside from a rusting truck and some objects, there's little else to find and no way past the sealed doors. Instead, move around the back of the building to the stone pile that's creating a ramp up and onto the roof structure itself. From here, you can use the hole or the massive gaps between the roof beams to drop down into the main chamber of the ruined warehouse. Shatter a Supply Crate in one corner if you need more items.

A large washing area with sinks is at the back of this warehouse, but you can't enter it because of the sealed doors. Instead, move into the fenced yard and locate the half-destroyed addition with the pile of rocks in the corner. Smash the Supply Crate, then squeeze through the hole in the brickwork.



Drop down into the washing room, and immediately ascertain the valuables. There's a stack of Health Packs in the far left corner. Ahead of you and below through a glass floor, you can see a second chamber, which looks like the mechanical room. This may hold the power generator.



Drop down the elevator into the mechanical room, and solve the following puzzle: First, grab the power coupling cable from the corner to the left of the elevator, behind the pallet.



Second, take this coupling to the room's opposite side, where the wall generator is. There's a second power coupling plug here. Remove it and shoot it back toward the elevator. Then take the first coupling cable and plug it into the two top sockets, creating a power link.



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Finally, return to the sockets to the left of the elevator and plug in the second coupling plug. Be sure you have the correct coupling plug, as the one initially lying in this area is too short to reach both elevator sockets. Be sure you hear Alyx shout, "Okay, power's on up here!" All the green lights should be on before you ascend via the elevator.



Adopt a battle-ready position as soon as you return to the washroom. A Hunter is stalking you both; it's moving around the outside of the warehouse. "Those things that attacked us at the mines...Hunters...they're out there!" Alyx shouts, ducking behind cover as two Hunters tear through the door and wall.





The time has come to combat the Hunters! There are two to defeat in the roofless warehouse, then another as you step into the warehouse yard, plus two additional Hunters in the outside area near the buildings. Defeat them using any of the following tactics:

- **Lob a Frag Grenade at them.**
- **Launch a Secondary attack SMG Grenade into one.**
- **Make a sharp, accurate Magnum shot, and repeat.**
- **Strafe with Pulse Rifle or SMG shots, if you haven't any of the previous weapons.**
- **Circle around and blast with the double-Shotgun rounds.**
- **Lob barrels or tires and other scenic objects at them.**
- **Rush back to the Car and drive over, then back over, each one.**

CAUTION

The Hunters fire some highly damaging fléchettes at you. Using a barrel can shield you from the impact these make. However, explosive barrels aren't wise to use, as the Hunters' attack can destroy them, so punt these barrels quickly if you use them.



When the combat with Hunters is finally done, check the double doors at the front of the warehouse, which are now blown open. Two Supply Crates are inside here. Then return to the communications shack, where Alyx quickly opens up a channel to White Forest. Magnusson curtly reminds Alyx of her tardiness. "Yes, I know!" she shouts over the appalling reception, "but the Combine, they're heading your way!" "You're heading our way?" Magnusson replies. "I should hope so!" The channel dies, but only after you see the dreaded Combine Advisor appear on the screen! Return to the Car and leave!



ENTITY ENCOUNTER

COMBINE ADVISOR



Behold the true face of the Combine: a giant, green, sluglike entity with the gift of telekinesis. These monstrosities may merely look unappealing, but their methods of manipulating their targets make Advisors more fearsome than a dozen Striders!



Accelerate between the warehouse and shacks, heading for the exit gate Alyx just raised, and follow the road as it winds down a rocky dirt path with large boulders and trees on either side. You're heading deeper into the Outlands, hoping to dodge any major Combine scouting parties.

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"THAT THING WAS HURT—DID YOU SEE IT? I CAN ONLY IMAGINE WHAT IT WOULD HAVE DONE IF—UH OH...SOUNDS LIKE IT CALLED ITS FRIENDS."

MAP 9

COMBINE BARN AND RAILROAD

MAP LEGEND

1_START
2_CLEAR POINT
3_ITEM OR CRATE





Continue driving along the mountain road until you spot a vista and a train track stretching off into the distance. "Hey, I know that peak!" exclaims Alyx; "You can see it from White Forest! We're heading the right way!" Continue along the road in your car.

Your celebrations are tempered somewhat as you spot a Combine Pod that has crash-landed in a steaming grove ahead of you. Inspect it if you wish, as Alyx tells you, "It's one of those Advisor pods! There must be an Advisor around here someplace."



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ENTITY ENCOUNTER

COMBINE POD



This organic, Synth-like entity shares many of the same characteristics as the Combine's other flying vessels such as the Dropship and Gunship. It doesn't appear to have any firing mechanisms, but it seems to emit pulses that can cause wild hallucinations, or else it carries an entity capable of such a feat. It is currently theorized that these are the craft that house the most fearsome form of Combine: the Advisor.





Disembark from your vehicle and scout the farmhouse on the right before you enter the barn to the left. As you near either building, you feel oddly lightheaded and your vision falters. "It's like...back in the Citadel. Those things we saw..." Alyx says. Enter the farmhouse as the pulses continue, and locate the Supply Crate under the stairs and near the stone hearth at the back of the house. Climb the stairs to a ruined attic where you can get up on the roof. The pulses continue.

TIP

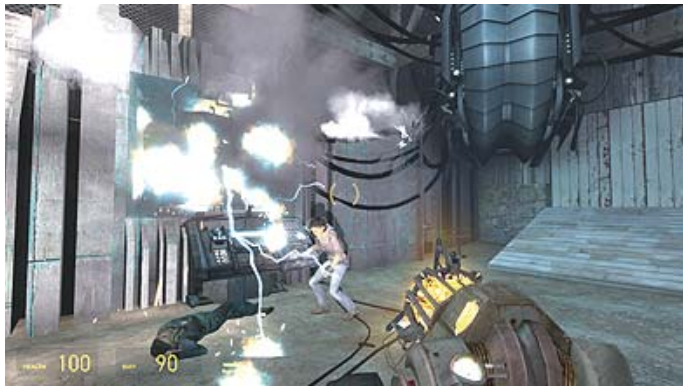
You may wish to leave these Supply Crates in the farmhouse, or carry and drop them, until you really need them.

It's time to enter the barn. You can make a sweep of the exterior, but the back windows are too high up to peer in. Instead, enter by the front. At the end of this corridor, turn and break the padlock off the door with your Crowbar, Gravity Gun, or by Pistol fire.



Enter another passageway that ends at a couple of corpses and a Suit Battery. The door is sealed, and the pulses are now more violent. Drop down the hole in the corner of the floor and crawl around the underside of the barn floor, collecting another Suit Battery and Health.





"I think we found our Advisor." Alyx indicates the metal sarcophagus pinned to the top of the far corner of the barn interior. "The Vort said we should kill them before they hatch." She gently places the dead human who was leaning on the computer terminal on the ground, and opens up the conduit powering the Advisor's life support system.





Take out your Gravity Gun and suck the Orb powering the unit. Fire it away from the conduit to make the entire terminal burst into flame. The sarcophagus dismantles, folding in on itself, and a groggy Advisor slams you, Alyx, and the dead human into the barn walls. It uses telekinesis to bring the human near its focusing eye and produces a tendril that bites through the man's skull. Sensing the human is dead, the Advisor quickly sucks you in and is about to perform a tendril insertion when the terminal finally explodes! The slug-like abomination frantically flies up into the rafters, gathering roofing tiles for protection, and flees the barn!

"It sounds like it called in its friends," says Alyx, as you hear Overwatch chatter from around the building. It is loudest near the white door, so wait until you hear a rapid beeping and then lob in a Grenade to clear the first two Combine Soldiers. Grab the Crossbow from the box in the corner and try a couple of shots down this corridor.



ENTITY ENCOUNTER

COMBINE SOLDIER



The shock trooper of the hated Combine, the Soldier is an intelligent infantryman who works well with others in a team and has multiple methods of attacking, depending on the combat situation. Learn their traits in the Bestiary chapter. Note that there is a Shotgun-carrying Combine Soldier here, too, with a red visor and markings.

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Go out into the road between the two buildings and execute some circle-strafing, as well as targeting the Shotgun Combine and the Hunter. Use the rusting truck or the front of the barn, or the Combine APC vehicle (which cannot be entered) as cover. A Supply Crate waits at the right end of the barn corridor. Open the crate after the battle.



Lob Grenades through the farmhouse windows and enter via a side entrance to ambush the Combine from the flanks, before heading upstairs to finish any remaining stragglers in the attic. Step in, then out of, the doorways so that you have cover. You can also attack the Hunter from inside here, as there's much more cover potential.



As soon as this squad has been defeated, return to the Car immediately, as the whir of Combine machinery announces the arrival of a Hunter Chopper. Drive from the farmhouse toward a van with a group of Zombine milling around. Ram the Zombine, and run over the Supply Crate to claim its contents.

CAUTION

You can stop and attack the Zombine group on foot, but you're horribly exposed here and should expect the Hunter Chopper to strafe the area. That's a lot to contend with while defending against an undead mauling.



ENTITY ENCOUNTER

HUNTER CHOPPER



The optimal machinery created by human hands has been recommissioned by the Combine. This craft stalks you through the train yards, strafing you with highly damaging cannon fire. It also drops bombs on its attack runs. Safer hiding places must be found before you can attempt to survive this engagement.



As soon as you bump the couple of Zombine off the hood of your car, use the hand brake and skid left. Then accelerate right, driving around the rusting van and then down through the middle of the lines of carriages between two rail tracks. Continue through the collection of barrels.



You can swerve left and head along the sloped side of the tracks, which offers more movement, or you can stay in the middle, ignoring the Fast Zombie that's leaping along the carriages above and to the right of you. Smash through some crates as the Hunter Chopper begins a different attack plan.



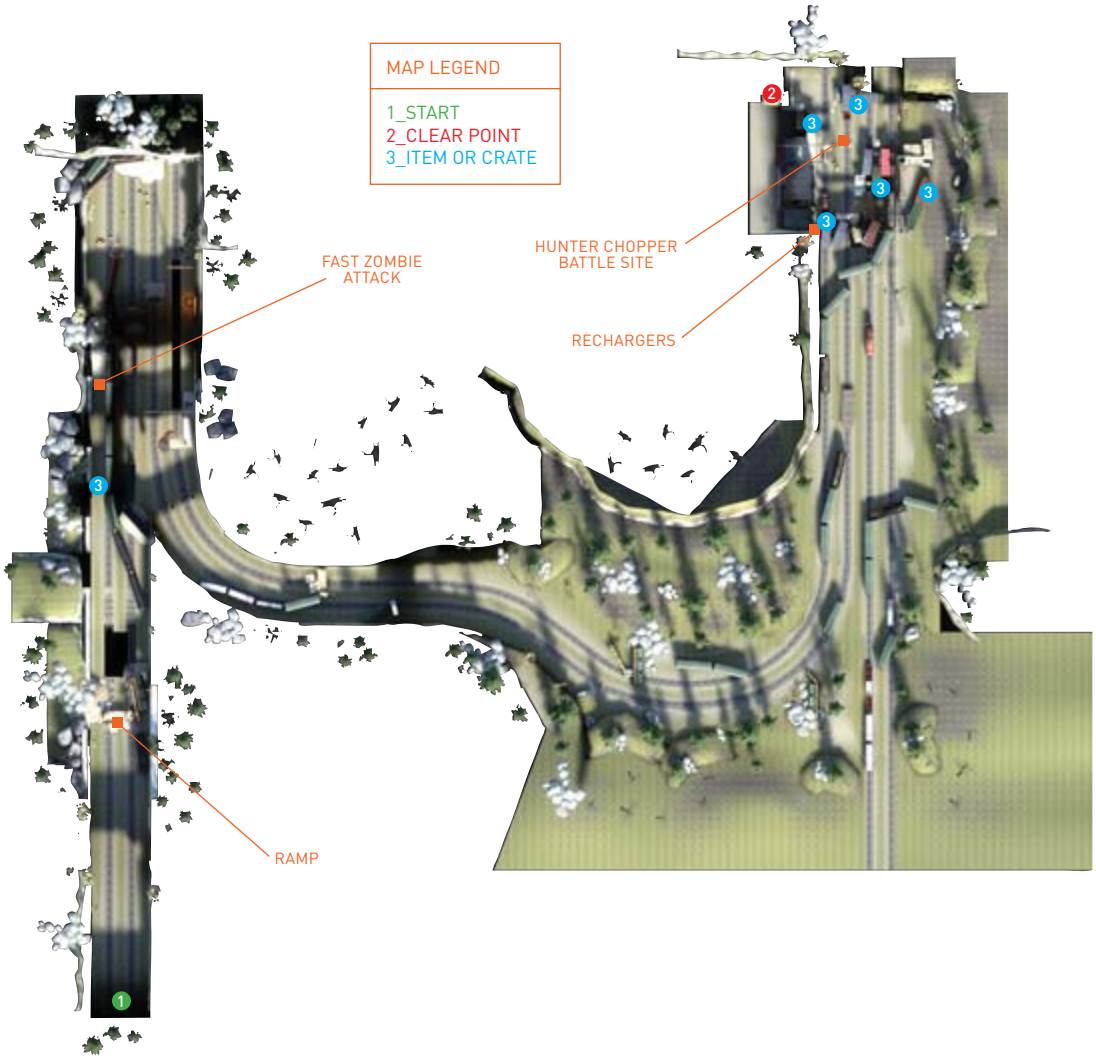
Swerve back into the middle of the tracks, avoiding the Chopper's dropped bombs, and crash through the stacks of barrels and crates you can see. Some have Supply Crates inside, and you automatically pick them up if you run over them. Swerve right to run over another Crate, then stay in the middle, accelerating all the way to a double tunnel. Choose either entrance.

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"I GIVE THE COMBINE A LOT OF CREDIT, THOUGH. THEY'RE TOUGH COMPETITORS, A REAL CLASS ACT."

MAP 10

REBEL TRAIN YARD



Crash through the barricades at the outer end of the tunnel, and begin to accelerate. Pass under the concrete overpass—that Fast Zombie is *still* ahead of you—and straighten up for a jump over a crumpled metal carriage; boost over and don't bang your head on the sign!







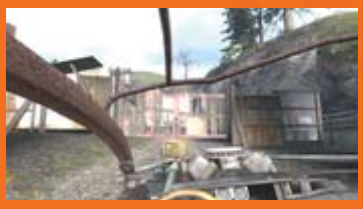
Avoid any bombs the Chopper is leaving as you squeeze down a gap between the concrete wall and a set of carriages. As you accelerate over a bump, the Fast Zombie drops down and lands on your vehicle! Don't freak out or slow down; just drive to the blockade at the end of the tracks and skid right, 180 degrees. Alyx blasts the Fast Zombie off your hood! Now drive quickly along the outer left edge of the next section of tracks, under the overpasses, and ignore the wandering Zombies and Zombine; staying along the left wall keeps your speed up, as you can avoid the rocky obstacles.

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Zoom along the railroad as it curves around to the left, and jump over another ramp, hitting the Zombie standing on it if you wish. Keep going under the bridge, even as the Chopper blasts you with gunfire, and ram another Zombie as the Citadel maelstrom can be seen in the distance.

LAMBDA LOCATION



Move through the gap between the fallen tree and blue truck, and drive around the bend to the left and onto the final portion of the tracks. As you go, avoid all the dropped ball mines, edge to the right, before finally crashing through two sets of barricades on the right, and through a Supply Crate and a gate with the Lambda logo on it.



"Since you brought that Chopper in on your tail, you wanna maybe help us take it down?" A Rebel fighter is standing by a rusting container. Get out of your Car and follow him through a quick maze of covered metal sheeting and containers to some double doors.



Quickly drop down, as the Hunter Chopper circles overhead, and venture down into a crawl space under some carriages and containers. Smash a Supply Crate before heading left and out into a train yard. Whenever you need Health Packs, head to the balcony to the left of this exit, where Alyx throws them your way.





Engage the Hunter Chopper in combat now, but only after you check the train yard spaces under the train carriages (which you can duck under for cover when necessary) and the carriage at the far end has a Supply Crate you should crack open. Also locate the hoisted metal container you can run under for protection from Chopper fire. Now weigh your options; the best of which is to locate any of the recently dropped bombs, suck them in with your Gravity Gun, and then punt them back at the Chopper so the bombs explodes on the craft itself. Aim slightly higher than the Chopper so the trajectory is true. Punt between three and five bombs at the craft, depending on the game difficulty.



Make sure you run into the large metal warehouse during the battle. If you require both cover and an additional Suit Battery, there's a Combine recharger at the far end of the gantry up the stairs. You'll also find some items around the fallen Rebels who are also strafing the Chopper.



After dropping a few bombs, the Hunter Chopper then rains down bombs, so back under cover during this intense attack and grab one to punt it back up. Dodge the gunfire from the Chopper and continue to suck and punt the Chopper's bombs at it until the craft explodes, coming crashing down into the yard.



The Rebels run out to greet you. "The way you threw their mines right back at 'em... well, I could sure use a drink. Who's with me?" Alyx interjects; "We need to get back on the road, but our engine's shot to hell. I don't suppose you've got any tools for working on Cars?"

"Tools?" replies the Rebel with a smile. "We've got a whole shop over here. Come on, we'll get you set up." Follow the Rebel to the door of a building, stopping only to look left and smash a Supply Crate, then head inside.

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UNDER THE RADAR

OVERVIEW

Your Car is in need of a servicing, and while the Rebel mechanics work on it, you're tasked with deactivating a Combine Autogun that's laying waste to a nearby scrap yard. Negotiating toxic waste and crawling through the rusting vehicles, you eventually drop in on a Combine scouting force and blow up the Autogun. Then comes a long ride, interspersed with five different treasure hunts for the Rebels' caches of stashed ordnance and Health Packs to help your progress. During this time, you visit the lonely and long-abandoned White Forest Inn, which the Combine has turned into a vicious ambush point. After fending off a force of Soldiers and Hunters and backtracking slightly to deactivate an energy wall, you progress to the river, below the base's southern gates. Here, Alyx meets her pet Dog again, who arrives just in time to perform an interesting new form of surgery on a roving Strider. Then it's a quick race (literally) to the gates, and into the safety of White Forest Base itself.

INVENTORY PICK-UP

- Rocket-Propelled Grenade Launcher*
- Flares*

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Rebels
- Dog*

ENTITY ENCOUNTER
HOSTILES

- Headcrab
- Fast Headcrab
- Poison Headcrab
- Zombie
- Zombie Torso
- Fast Zombie
- Fast Zombie Torso
- Zombine
- Sentry Gun*
- Combine Soldier
- Combine Elite*
- Hunter
- Combine Dropship*
- Strider*

* Indicates first exposure to entity

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"THANKS FOR CLEARING OUT THE YARD, FREEMAN! HECK OF A JOB!"

MAP 11

SCRAP YARD AND INDUSTRIAL BUILDINGS



MAP LEGEND

1_START
2_CLEAR POINT
3_ITEM OR CRATE

Mending your Car won't be a problem, thanks to the Rebel mechanics and the copious parts in this storehouse. In return for the favor, one of the Rebels asks whether you'd be able to take out an Autogun attached to a nearby building that's impeding the Rebel supply runs.



Take a quick look through the reinforced glass, then ascend the stairs and go through the upper door the Rebel opens for you. Drop down the hole to a door and window. Use objects or gunfire to break the window, then back away and let a Zombine explode because of his own Grenade.



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Now step to the broken window, ignoring the door (as it is sealed shut), and begin to bounce objects off the undead enemies staggering about the warehouse yard. Punt concrete blocks, the long gas canister, and the saw blade. Then switch to your favorite weapon and mop up after leaping through the window. Watch for scuttling Headcrabs.



When the area is completely safe from moving targets, head along the left fence to collect some Supply Crates if you need them. Jump on the rusting car, then to a second one. The Supply Crates are in the alley to the left of the building, straight ahead and half-submerged. Suck each one, turn around, and punt it to safety.

CAUTION

These rusting cars sometimes sink into the toxic ooze, so stay on them for as little time as possible.





Collect your items, then investigate the parked truck to the right of the ooze. Don't walk up the truck to the driver's roof yet. Crack open the Supply Crate inside the truck, then jump to an iron bollard, then back up because this disturbs a submerged Zombine. Use the open space of the firm ground to defeat him, then leap the bollards to a second truck, and claim another Supply Crate's contents. Retrace your steps.

CAUTION

You can optionally leap to the bollards near the far corner of the building, but there's no way to proceed from there, and doing so attracts another Zombine who's hiding in the same area that the two Supply Crates were in when you reeled them in on the rusting car.

Now that you're fully stocked, you can use the parked truck and run up to the blue driver's roof and onto the corrugated metal roof of the building to your right. Hop through the window. Once inside, optionally look at the scrap yard through the window. Then open the door in the opposite wall.



Head down the broken exterior steps to a toxic waste–filled dump with containers. Turn and look right. The Autogun is across the scrap yard from you, so use the corrugated metal fence as cover, and coax out a Zombie so you don't have to deal with it later. Grab the Supply Crate off the rusting van to the left.



CAUTION

The Autogun is a devastating weapon that reacts to movement. It slays enemies, birds, and you without prejudice. You cannot destroy it from your current position, so use cover judiciously!

Locate the piece of fence that's been torn up from the ground and duck. Crawl under while a bird and then a Zombie are struck by the Autogun. Finish the crawling Zombie (which is usually also on fire) with quick Shotgun blasts. Then aim for a low drainage pipe in front of you.



NOTE

You can also run around the toxic waste and enter the low drainage pipe from the left, but this is a terrible idea because the waste inflicts damage and the Autogun's shots are more difficult to dodge from this angle.

Smash the Supply Crate and enter the drainage pipe armed with your favorite close-assault weapon. Deal with a burning Poison Headcrab immediately, then surface but remain ducked. Crawl to the right of the rusting car and smash the Supply Crate with your Crowbar so you can gather the contents quickly.



There is a single path through this scrap yard, and you must keep low to the ground. Unfortunately, a Sentry Gun is in your path, just past the group of barrels. Knock it over by punting a barrel or lobbing a Grenade into it, and use another barrel as cover.



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ENTITY ENCOUNTER

SENTRY GUN



These tripod-mounted Sentry Guns have a 90-degree field of fire facing forward. These weapons are motion-sensitive. When they detect movement from organic beings, the machine guns atop the Sentry mounting activate. Fortunately, you can topple them easily.





Crawl to the end of the pathway and stand up; the truck to your left shields you from most of the Autogun's bullets, so concentrate on the window ahead. Blast it out or punt a barrel into it, then lob Grenades because a small squad of Combine Soldiers are inside. Try throwing a grenade to the left, and one to the right, into the smaller room. Drop in through the window as they attempt to scatter, and mop up with your favorite weapon. Then crush the Supply Crate by the window, grab the Health Pack on it, and check the area for items (including the small room).



TIP

Listen to the Combine chatter during this battle. Remember the phrase "Outbreak, outbreak, outbreak!" is Combine code for "Oh crap, I'm the only one left!" This means you need look for only one more foe to kill. He may be outside the doorway.



Exit via the only doorway and move quickly to the back of a van. Crawl through the van, collecting Health Vials as you go, and duck down, heading along the path between the scrap cars. Expect a couple of Fast Headcrabs and a crawling Zombie Torso to try to reach you. Back up and slay these burning messes.



As always, stay ducked and crawl toward another van with its truck door removed. There's a gap to your left, but it leads nowhere. Once you're in the van, watch a Combine Soldier engage a Headcrab, and strafe to slay the Soldier. Now crawl to the right.



You're almost out of the Autogun's range radius, so continue ducking and look for another Combine Soldier behind the rusting scrap cars to your left. Bring him down, then quickly turn around and slay a Zombie Torso, then spin again and slay a Fast Zombie Torso.



Crawl to the end of the dirt yard and stand up. Run around the right side of the large warehouse building all the way to the back wall. A Zombine is banging on the door to be let in. Slay him so he doesn't run around and attack you from behind. A well-placed SMG Grenade works wonderfully here!



Next, use the parked truck to clamber on, but execute a Poison Headcrab inside in the back of the flatbed first, before you ransack two Supply Crates and an Infinite Ammo Crate that contains Frag Grenades. Grab these, then jump from here to the roof and destroy a Supply Crate up here.





There's a good reason for a Rebel crate full of Grenades; you should smash both of the windows (quickly with the Gravity Gun's "punting" force), and then lob five or six Grenades down into the warehouse below. As you have a limitless supply of Grenades, you can be thorough in your bombing, dropping a quartet of Combine Soldiers with Grenade after Grenade. Don't forget to aim into the back rooms, too. Then drop down and chase any remaining stragglers, dropping them with the Pulse Rifle or SMG.





After raining down death from above, search the interior for a small amount of ammunition, double-check that all Combine foes are neutralized, and then move to another Infinite Ammo Crate. This one contains more Frag Grenades! Fill up, and then look at the control panel for the Autogun. It is impervious to your weaponry until you press a button on the panel that removes a protective section. Drop (or lob) a Grenade so it falls between the outer and inner casing, then step back. The panel explodes spectacularly!



Restock your Grenades, equip a close-combat weapon, and venture through the hole your Grenade made. Slay a group of Zombies shambling to the hole, then turn right and blast a hapless Combine Soldier attempting to stave off the undead. The Autogun is out of commission!

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Flee or ignore the final few Zombies and the Headcrabs hiding in the rusting vehicles, and jump over the debris, heading toward Alyx, who has exited the Rebel's workshop. "Gordon!" she shouts. "The car's ready! Come on back and we'll get going!" Follow her.





Enter the workshop and step into the Car. The Rebel mechanic has added a new feature! "It's a radar system, and it picks up locations of little beacons. We've put a bunch of these beacons out in the field, wherever we've got a stash of weapons, ammo, or first aid. So keep an eye out! When you see that radar light up, you're gonna want to stop."





The Rebel tweaks the engine, which roars into life, and then opens the gates. Accelerate out, optionally driving over two Zombies, and make a sharp right turn as the road turns into toxic waste. Drive down a wide container yard, with a Zombine on the far left and a group of three undead to your right. Alyx fires on them, and you can either ignore or drive over them. Make a slight right turn, slam into some boxes, and speed out of the scrap yard.

NOTE

The radar function allows you to locate up to five hidden caches between here and White Forest. Whenever the Lambda logo appears on your radar, drive until it is in the middle on your radar and investigate the area. Or, consult the Lambda Location tactics throughout the following section of this book.

LAMBDA LOCATION: STASH #1



Alyx tells you to stop as there's a Rebel beacon nearby. Pull in near a van parked in the middle of the thoroughfare, and then step around to the right of it. A Supply Crate and Suit Batteries are inside the van that you can't get to. Circle around, then blow up the explosive barrel embedded between the van and a car. After the detonation, use the Gravity Gun to suck the contents of the van out the side door.

After you secure the first of five Rebel stashes, turn and look along the left building; there's a small yard that's been set up for shooting practice. This is the perfect opportunity for a spot of aiming at the bottles. Shoot one, and a Fast Zombie awakens; Alyx usually deals with it.



When the shooting range is empty of bottles, you can return to your Car. Or, you can round the corner and look along the road you haven't traveled on yet. There are Zombine and Zombies here, and you can slay them on foot with Alyx's help, if you wish.



Or, you can return to your Car, which is a better option, and accelerate around the corner and straight through the scattered Zombies. Stay in the middle of the road, aiming only for Zombies you see, and round the next corner to the right. Your radar is prompting you to look for two stashes around here.



LAMBDA LOCATION: STASH #2

The second Lambda stash is inside this building with the crumpled van sticking halfway out of it. Slay a wandering Zombie in the area first, and don't move across the road yet (as there are more Zombies in the container yard). Instead, enter the building via the van's side door.



Inside this mechanic's warehouse is an Infinite Ammo Crate with Grenades. To your left is a fenced area, behind which you can see an RPG Launcher and other items. The gate to the fenced area is sealed, but it seems connected to a switch above you.



The trick here is to reach this switch: To do this, push the metal floor cover down. Then roll a Grenade under the floor cover, and immediately stand on the cover itself. The Grenade explodes, propelling the cover (and you) upward. You land on the gantry by the switch.





Pull the switch, and optionally heal yourself on the Health Recharger station next to the switches. The gate swings open. Drop down and enter the gate, grabbing the RPG Launcher, rockets, and the items inside the Supply Crate. Then leave via the van—the way you came in.

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INVENTORY ADAPTATION
ROCKET-PROPELLED GRENADE LAUNCHER

With only three shots until your ammo is depleted, the RPG's single-shot strikes can't be wasted, but they are devastating. Rockets are launched with the primary attack only: fire once to launch. The rocket is heat-seeking, but not very intelligent, and it's easily cut down by enemy forces with fast-firing weapons. After firing, press and hold your Primary Fire button to bring out a laser that you can use to guide the rocket to your target. Use this weapon at range.

Pocket the RPG Launcher as you scramble out of the van and across the road to the wood-framed entrance to a container yard. Bring out your favorite undead-culling weapon and move to the right of the red truck, toward your first shambling fiend.



LAMBDA LOCATION: STASH #3



Continue up the dirt path between the containers, shooting anything that moans. Alyx discovers a small shack with a ruined roof, a ladder, and blown-out windows. This looks to be of interest, so go inside and search the premises.



Peer inside. The place looks empty, save for a saw blade sticking out the middle of the floor. If you suck the saw blade up with the Gravity Gun, or shoot the floor with a weapon, it gives way, revealing rockets, Supply Crates, and Flares.



This also causes some nearby Zombine, Fast Zombies, and regular Zombies to begin an ambush attack. You can stand by the door and lob explosive canisters or shoot them, or better yet, head to the roof and fire off your rockets for some entertaining death plunges! Then refill your rockets down below.

INVENTORY ADAPTATION
FLARES

You can use a Flare in place of your Flashlight so it can recharge, but it is better as a weapon. Use the Gravity Gun to lob a Flare into the hide of a Zombie, who then burns to death and acts as a moving candle. Flares are used automatically when you pick them up, so leave them on the ground until you really need them. They are only really useful in this container yard as another means of Zombie killing.

This area is devoid of any additional items, so return to your Car and drive around or through the rusting vehicles, skidding left onto the main road, and accelerate past two plastic cones and into the tunnel at the far end of the road. Your journey to White Forest continues!



"THIS COULD BE COMBINE HANDIWORK; HARD TO BE SURE. THERE ARE SO MANY WAYS TO DIE OUT HERE."

MAP 12

WHITE FOREST INN AND OUTBUILDINGS



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As you exit the tunnel, listen closely. You hear faint Combine chatter echoing through the trees. If you quickly stop and peer up at the road switchbacks ahead and slightly left of you, a Combine Elite can be seen leaving the vicinity. He can't be attacked...yet!

ENTITY ENCOUNTER

COMBINE ELITE



Clad in white armor and sported a Pulse Rifle and a single, red ocular sensor, the Combine Elites act in groups of their own kind and with Soldiers. Firing faster and more accurately than regular humanoid forces, they react to combat in a similar way, and must be treated in the same careful and methodical manner. Deal with Elites before regular forces.

Return to the Car and begin to drive toward the tunnel opposite. However, as you close in, notice that the tunnel has been blocked with what looks like Combine-forged metal sheeting. You can't continue that way, so skid left, and begin to ascend a series of switchback corners.



Accelerate up the winding road, as a beacon begins to light up your radar. As you reach the hairpin corner to the right, you might notice some movement behind a fallen tree. Those look like spindly but sinewy Hunter legs! The figure disappears, so continue driving.



LAMBDA LOCATION: STASH #4

Drive onward and upward, and check your radar as the road bends to the left and then straightens out. The Lambda icon is almost in the center, so stop the car just beyond the fallen tree on your left. Investigate this area.



There's a hidden cave entrance behind the fallen tree, but it appears to be blocked. Bring out your Gravity Gun and unblock it; suck the boulders out one at a time and punt them away, then enter the cave. Inside is a skeleton and some items, both inside and outside a Supply Crate. Grab them and then return to your Car.



NOTE

This is the first opportunity to grab the secondary ammo for the Pulse Rifle, which is of particular importance: It can kill a Hunter with a single strike!

G-Man About Town





Continue to drive up to the top of the hill. As you reach the left bend, quickly get out of your vehicle and hop over to the right the wooden road barriers. From this vantage, you can make out the White Forest Inn and some outbuildings to the right. However, if you zoom in, you can spot a new visitor to the Inn, who walks into the entrance. There's no rush to greet him; he haunts your dreams, and will have checked out when you arrive at the Inn!

Continue on the road until you reach an abandoned gas station on your left and some dilapidated outhouses on your left and right, slightly farther down the sloping hill. The gas station has little of value, but a Supply Crate is inside the right building with the large entrance gap.



Ignore the explosive barrels and this Supply Crate; you may need to come back for them later. Instead, drive down the slope, around the sharp right turn, and pass the White Forest Inn. You'd be wise to get out here and maneuver inside the building via the blue porch and learn the building layout. Bag the Supply Crate first.



There's something not quite right here. It's too quiet. This feeling turns into panic when you attempt to run or drive past the Inn after you skid around a sharp left turn and pass the blue porch; a Combine wall blocks you, and Combine forces are unleashed to ambush you!



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TIP

The Combine ambush does not occur until you've activated the Combine energy wall by the perimeter corner of the Inn and outbuilding, past the blue porch. For this reason, it is thoroughly recommended you learn the layout of the Inn first.

NOTE

There are a number of options to consider when repelling this Combine attack force. These are detailed depending on where you are in the Inn building.

WHITE FOREST INN AMBUSH: BASEMENT



There are two interior sets of stairs leading down to the Inn basement, where you can keep safe and gradually head out to meet the Combine, if you're dangerously low on health and ammo. One staircase is in the middle of the house, and the other is off the kitchen adjacent to the porch.



In addition, there is a locked door to the exterior front of the building, which is broken down during the final stages of the fight. This is a good way to escape if Hunters enter the building and you're having trouble defeating them, or if you want an alternate way into the Inn if the porch is heavily defended by Combine.

NOTE

You'll find a Crossbow, bolts, Health Packs, and a Supply Crate down here.

WHITE FOREST INN AMBUSH: GROUND FLOOR



The porch area is the first entrance and exit you'll find, and it's where the battle starts. Remember this a good place to go when the Hunters smash the sealed doors around the house later into the battle. However, you begin the battle at the porch, dropping Soldiers near and on top of the outbuildings.



The small kitchen area is to your left as you enter the building, and there's a staircase down to the basement here that's easily missed. Also shoot out the windows so you can aim your favorite weapons at the Soldiers gathering out in the yard.



The main hall is the thoroughfare between the porch and the great room at the far end. There's also a staircase down to the basement, too, and a large entrance to the balcony hall room, which is also adjacent to the porch and porch room. Spend most of your time running between the great room and balcony room through here.



The porch room with the rug in it is in the far corner of the Inn, and it opens to the porch, hallway, and balcony hallway. This room isn't used very often, but can be excellent for ambushing Combine that are stalking you through the house, as you can cover all the room's entrances.



The great room has the large stone fireplace and is open to the second floor. It also has two sets of double doors, the left of which is blown apart by Hunters during the battle, as are the upstairs windows. This room is the main route to the second floor, and the bar area can provide cover options. The windows provide firing opportunities, and there are Items in the fireplace.



The final room on the ground floor is the hallway balcony area, which is the second way to ascend to the second floor. Access to the porch room, the main hallway, and upstairs balcony is available from here. Be sure to check the alcove left of the staircase for Supply Crates and items. There's a radiator here, too.

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WHITE FOREST INN AMBUSH: UPPER FLOOR



The great room balcony opens up and allows good views of the upper buildings near the gas station where Combine forces are firing from. A Hunter smashes these upper windows, too. Otherwise, this is part of the main route upstairs.



The upper hallway connects the great room balcony to the upper bedroom and the balcony hallway area at the back of the Inn, where you can descend toward the porch area. Supply Crates are here, and this is the place to maneuver through quickly if Combine are downstairs and you want to double back behind them.



The bedroom upstairs is nothing more than a square room with some glass windows that offer excellent sniping opportunities, although your back is very exposed to foes storming up and along the balcony hallway. Primarily use this chamber for tagging foes outside.



The final upstairs area is the balcony hallway, which provides access to the stairs down to the porch area and passage into the main upper hallway and bedroom. This is a great place to stand, as you aren't attacked from behind and can lob grenades down and see Combine from both floors.

WHITE FOREST INN AMBUSH: SECURING THE AREA



When the ambush starts, you're likely to be in the porch area. Slay the foes outside by the second force field that has activated and trapped your Car, and then retreat inside the building. From here, you can aim at the Soldiers from the upstairs balcony through the great room windows.



You can also, at any time during the first few minutes of combat, move to the exterior windows overlooking the yard and smash them, then tag the Combine soldiers behind cover with your Crossbow. Shoot the windows out with your firearm or Gravity Gun first.



More troops are incoming, so keep moving back and forth to the porch and the great room, to check on foe locations, and blast any you see through the windows. At first, the Combine forces close, then edge closer, and Hunters appear. Retaliate with quick, accurate gunfire.



This bombardment continues, with the Combine focusing on the other way into the building. When you realize this, spend a little time sniping through the windows, but mainly stay near the porch and blast foes as they try to enter. Both Soldiers and Elite are now attempting this infiltration.

TIP

Listen for any advice Alyx gives you on the location of the enemy forces, and follow her instructions if you're having trouble with the Combine. Expect them to enter parts of this structure.



Dispatch the Combine here, and any foes standing on the outbuilding roofs. Then head to the great room, shooting Elite and Soldiers inside (they have come in from the exterior basement door), and wait for a Hunter to smash through the upper window and drop into the house itself! Be sure you haven't killed any Hunters when they were outside, or more are summoned. Instead, attempt to damage (but not kill) the three Hunters, allowing you to dispatch them easily when they enter. Use one of the following techniques:



The double Shotgun blast, or a couple of Magnum shots.



Suck and punt a radiator into a Hunter and repeat it a second time. It crumples after the second hit, and the radiator is excellent for deflecting the Hunter's fléchettes. Try this as the next Hunter bursts through the double doors to the left of the fireplace.



Or, accurately shoot an AR2 Orb into one of these Hunters. Use the one you found in the Lambda stash.

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Combat is winding down after you slay the third Hunter. If you require another Orb, run to the outbuilding with the entrance you can now reach. Inside is the Orb ammo, plus a Health and Suit Recharger. The fracas around the Inn is over, but there are still Combine to be found.





TIP

As soon as the enemies smash the basement door, or a Hunter crashes through the great room doors, you can finish the fight from the outside at longer (and safer) distances, if you wish.

UNDER THE RADAR: CONTINUING



Clear the Inn of any remaining items you need, and then look to the outbuildings. A Supply Crate is inside this building across from the Inn, if you step through the doorway from the deck.





Now leave the Car, or drive it back up the winding road toward the gas station. The Combine have left a roadblock, a few Soldiers, and a Hunter waiting for you. Concentrate on the Hunter first, using your favorite takedown technique. Then venture up toward the upper buildings, watching for a trio of soldiers on the left side. Blast the explosive barrel between them all for an excellent dispatch, or use the nearby boulders for cover, lob in a grenade, and mop up with your firearms. Or, use boulders and punt them into the foes. Then break open the Supply Crates by the right building and also by the U-bend in the road, which you may have seen previously.



You can now investigate a building that was sealed before, but is now open. After you snag some Health and the Supply Crate you saw inside the building opposite the gas station, move toward the Combine energy wall. There's a Sentry Gun inside. Punt a barrel to knock it over, or throw in a grenade; an Infinite Ammo Crate is nearby.





Alyx sees a console and deactivates the energy field where you knocked the Sentry Gun over. She then tries to open a room into a chamber with a portable reactor. "Whoa!" she remarks as sparks fly. "This is fried.... Looks like you'll have to find another way into the reactor." Step forward into the room and check the small reactor area, which is sealed, with an energy wall adjacent to it. Look for the ladder in the corner and climb up it.

CAUTION

You can open the white door, but be ready for two Poison Headcrabs to leap out at you! You might wish to use your trusty Crowbar to dispatch them!

Climb to the top of the ladder and turn right. Move slowly along the top of the mesh fence, and from there along a thin iron pipe next to the air conditioning duct, after you negotiate a wooden crate. Squeeze into the crawlspace at the end and introduce your Crowbar to a waiting Poison Headcrab.



Maneuver out of the crawlspace and stay on top of the thin pipe, using it to cross to the roof of the tiny reactor room. On the other side, drop down onto some tires to the left of the Combine energy wall, and optionally take the weapon ammo from the shelving.







Turn and look at the crate and barrels to the right of the tires and remove the junk to expose a low crawlspace. Duck and remove the grating, and then crawl into the reactor room. Press the gate switch, and the gate opens, then closes again. Either stand an upright barrel under the door, or time your Gravity Gun shooting well. Stand behind the reactor and shoot the Orb out so that it ricochets into the main room and doesn't return to the reactor. This shuts down all the Combine walls. Open the gate again, exit the building, return to your Car, and escape down the switchbacks you haven't driven down yet.

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Skid past the blue 30 mph sign, and swing right around the tight bend. You can now accelerate over the edge of the road and execute an impressive jump, or slow down and maneuver around the obstacles to the bottom of the hill. Be sure you snag items from the Supply Crate that's among the wooden crates by the overturned truck.

There's little else to look for, except the mouth of the tunnel that was blocked prior to you visiting the Inn. Head directly away from the tunnel along the main road that curves slightly to the right. Along the way, the radar begins to flash again; there's a final stash to find!



LAMBDA LOCATION: STASH #5

As you disembark, you spot a Combine Dropship carrying something gigantic and spindly in the distance. You have a pretty good idea what it is. Ignore them as they vanish over the horizon and move around the rocks to the right. Look up at the platform dangling from a tree and punt boulders up to knock down two Supply Crates.

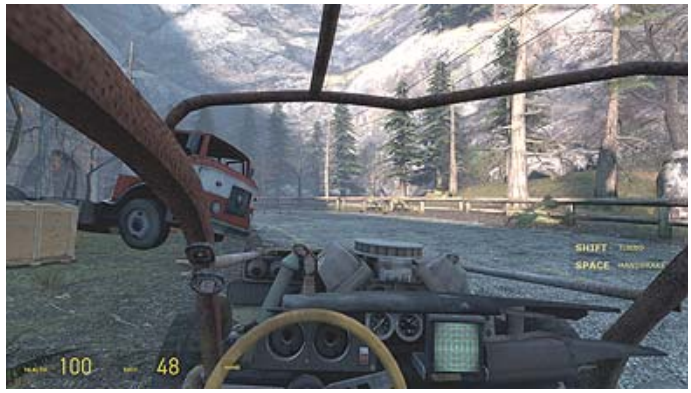


ENTITY ENCOUNTER

COMBINE DROPSHIP



This is a Synth craft, bred to carry large and heavy containers, or the Combine's most gigantic of shock troops into a combat situation. Neither variant is aggressive, and it should be ignored.



After both Crates are smashed and the contents collected, return to your Car and journey onward, passing a wrecked truck that's carrying pumpkins (which can be punted using your Gravity Gun for fun and frolics), and then follow the road to the left, through a barricade, and into a tunnel.

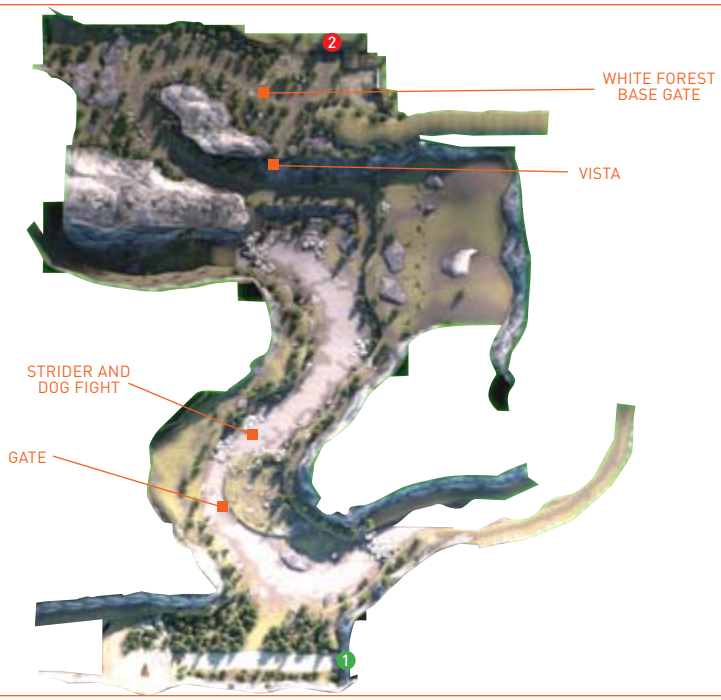
"GO, DOG! GET THAT THING! BRING IT DOWN! ON YOUR KNEES, STRIDER! OH, MAN! BRAINS!"

MAP 8

WHITE FOREST BASE (SOUTHERN ENTRANCE)

MAP LEGEND

1_START
2_CLEAR POINT
3_OTHER ITEM/S*



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You come out of the tunnel on a woodland highway, but a rockfall soon blocks your path. Look to the right near the signpost and turn down the hill, jostle down to a river's edge, and skid to the left. You hear a loud crashing noise. Keep the Car going until you reach a gate barring your path up the river. Get out of the Car and go up the steps to the left. Alyx remarks, "Over there! I see an antenna! I think that's White Forest!" You're close to the base now.

"Whoa!" Alyx spots a massive Synth draped over the river rocks. "A Dropship! That must have been the crash we heard. White Forest sentries are doing their job!" Suddenly the Dropship begins to flounder. It's being removed. A Strider flings it out of the way and descends on you both!



ENTITY ENCOUNTER

STRIDER



You've witnessed the power of the Strider in your previous City 17 Street War rampage, and you've got the firepower to face it. Halt your offensive posture for the moment, though, as something else is readying to attack this lolloping synthetic life form.

The Strider is rocked backward, and it tries to blast the high left bank of the river with its distortion cannon. Alyx's pet, Dog, jumps over the Strider's aborted firing attempt, and lands on the Strider's armored and segmented head.



Mechanoid and Synth stagger around the river. While Alyx shouts words of encouragement, Dog rips open a section of the Strider's carapace armor and stuffs its arms inside. You hear a horrible, eldritch wail as Dog detaches the Strider's brain stem from its host, and fluid gushes from the wound.



Alyx is both delighted and disgusted as the Strider, now brain-free, crumples to the ground. If you're standing in the position shown, you can actually catch the brain as Dog throws it away. Or you can inspect and punt it afterward. Dog has been a very good boy!





Dog falls over, and Alyx runs over to him. But he's only playing dead, and they both embrace. Two Rebels shout down from the river bank. "We've been waiting for you. Just follow the stream, then head up the other side. White Forest is right there. You can't miss it!" Alyx tells Dog to open the gate.

Move back to the Car and drive it up to the slumped remains of the Combine Dropship. Alyx joins you and instructs Dog to remove the Dropship that's blocking your path. He heaves the Synth body out of the way, allowing you to pass by the boulders.






Dog wants a race, and you should take the mechanoid up on the offer. As soon as you pass the boulders, accelerate forward along the relatively straight river bed. Use Boost to gain an advantage over Dog, and when you see the road to the right (picture 1), take it, driving around the long left bend and up, and then slightly right to the base's southern gate. Dog's mood and maneuvering changes depending on whether you win or lose the race.

"Here they come!" shouts a Rebel look-out. "It's Alyx and Gordon Freeman! We had a feeling you were close when we saw Dog take off like that!" The gate opens. Leave the Car and step inside. Follow Dog and Alyx along the path to the main silo building.






When you reach the building, you can follow Dog and Alyx inside, passing two Rebel fighters running in the opposite direction. If you choose to follow them, you pass through the trees and stop at a wonderful vista overlooking the winding river you just negotiated. The scene is serene. However, Alyx is waiting behind you to make sure you enter the silo. Follow her in when you're ready.

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OUR MUTUAL FRIEND

OVERVIEW

It feels pleasantly comforting to be with the main members of the Black Mesa research team who didn't die or become Combine puppets, and the base in White Forest is a truly exceptional place. After meeting up with Eli, Kleiner, and the slightly jarring Magnusson, you're tasked with clearing the rocket silo of crows. Naturally, the problem is a little more severe than that, as a Combine recon unit attempts to infiltrate from the open silo roof. After climbing to the top to seal it, you rejoin the team to decipher Dr. Mossman's message and uncover the location of a ship named the *Borealis*—a dangerous place where unfathomable experiments were carried out. Before a plan to reach the ship is made, the Combine attack with great force, sending more than a dozen Striders to level the White Forest Base. Armed with a new type of bomb developed by Magnusson, you must stop these spindly devils in their tracks and ensure that the rocket launch isn't delayed!

INVENTORY PICK-UP

- Magnusson Device (AKA Strider Buster)

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Rebels (including MIRT)
- Dog
- Dr. Eli Vance
- Vortigaunts
- Dr. Isaac Kleiner
- Dr. Arne Magnusson
- Lamarr*
- Uriah*
- G-Man?

ENTITY ENCOUNTER
HOSTILES

- Hunter
- Manhack*
- Combine Soldier
- Combine Elite
- Combine Dropship
- Strider
- G-Man?

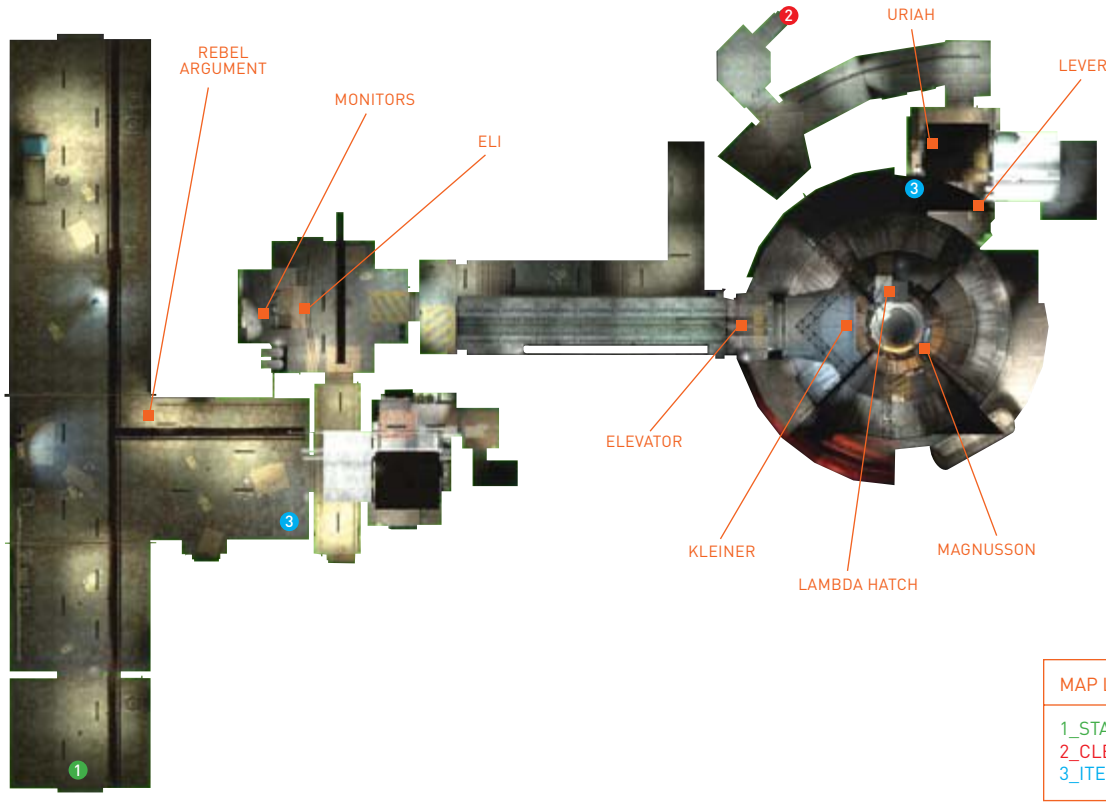
*** Indicates first exposure to entity**

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"AND GET YOUR CRANIOCONJUGAL PARASITE AWAY FROM MY NOSE-CONE!"

MAP 14

WHITE FOREST BASE: SILO COMPLEX



MAP LEGEND

1_START
2_CLEAR POINT
3_ITEM OR CRATE

Meet MIRT (a Mechanically Inclined Rebel Techie) at the metal mesh gates where Dog is sitting down. He ushers you in while Dog heads outside to patrol. You move into the main forecourt of the silo base, where groups of Rebels and refugees sit and converse.



Move toward the group of Rebels listening to an instructor. The instructor is asking them about the merits of the AR2's alternate fire capabilities. One Rebel pipes up, saying he always used an AR3, and adds; "We didn't use guns. We would just wrestle Hunters to the ground with our bare hands. I used to kill 10 to 20 a day, just using my fists."



The discussion becomes more of an argument soon afterward. You can also view a mechanic spot-welding and a bank of monitors fixed on the base perimeter. When you're ready, move toward the open gap with the Supply Crate in the corner. The red chevron arrows point the way. During this time, Magnusson's voice can be heard curtly giving orders.



Alyx follows behind you. Enter a corridor with security doors on either end. If you attempt to open the one to the right, an "Error" message appears on the read-out. Check the control room through the reinforced glass. Two rebel fighters sit comforting each other on a red sofa.



Now, wander through the open security door at the far-left end of the corridor. You appear inside Eli's control room. The scientist turns and sees Alyx running in for a hug. They embrace. "Look at you, son!" says Eli, smiling at you. "I knew if you both stayed together, you could get through anything."





After some chitchat, Eli suggests they give the data Alyx downloaded in the Citadel to Dr. Magnusson. They agree. Before you leave, you might want to climb up the small ladder to the right of the Vorti-gaunt computer operator. He's not too keen on your switching his monitors to different feeds. Especially if you do it ten or more times!

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Follow Eli and Alyx to the security door marked "#1 Silo." A monitor to the right shows the two rocket silos in this base. Step on through and ride the elevator down to the silo chamber itself. On the way, Eli worries about a Strider being able to destroy the rocket, but only if the Rebels aren't ready.



You walk into a circular chamber where Kleiner and Magnusson are tinkering with a large rocket, sniping verbally at each other. "What next in the parade of constant interruptions?" Magnusson asks, as Kleiner excitedly clambers down to greet you both.



LAMBDA LOCATION

As the reunited team talks again about the data Alyx has arrived with, and that a message from Dr. Mossman was embedded in it (which Kleiner leaves to decode), move around the gantry and up into the rocket. You meet Kleiner's pet Headcrab, Lamarr, waddling up and into the rocket!



You can give Lamarr a companion for the forthcoming journey into a superportal by placing the Little Rocket Man you've been keeping with you in the rocket, too. This allows you to complete one of the most difficult Achievements of all.



White Kleiner joins Alyx and Eli and they all ascend in the elevator, you're stuck with Dr. Magnusson, who witnesses yet another false alarm going off in the base of the rocket. "Damn crows have been nesting in the tracks," he tells you, and then instructs you to descend and check out the problem.





He opens a hatch. "Once you're down there, I'll have Uriah let you into the secondary silo." Check the hatch as Magnusson yells, "What are you waiting for, Freeman? A hug? The situation's not going to investigate itself!" Descend the ladder to the next gantry area.

There's little of interest here. You can peer over the gantry barrier and look at a mechanic welding the rocket base below. You can attempt to open security doors to no avail. When you're done poking around, go to the elevator and descend past a Rebel with a tether rope.







Exit at the next (lowest) floor and move to the right of the main rocket engines. Spin the valve that's leaking hot air so you can go through, optionally looking right at a Vortigaunt cleaning a side room. He's called "Sweepy" by some of the Rebels. You can't enter the room, so move toward a security door. Open the locker to the left for Crossbow bolts and a Suit Battery, then attract the attention of a Vortigaunt in a lab coat behind the door.



This is easily achieved by pulling the lever with the sign from Magnusson expressly forbidding it, or by banging on the glass to attract the Vortigaunt's attention. He opens the door, letting you inside. By the name tag you see this is Uriah. "The Magnusson has instructed me to admit you into the secondary silo," Uriah says. Walk through the exit opposite, and around the corner.

LAMBDA LOCATION?

Uriah indicates you should exit, but before you leave, look behind the large gas tank to the right of the metal wall boxes. It seems that some clandestine company has spray-painted their logo on the wall: This shows initiative, although the computer operator tasked with inputting 4, 8, 15, 16, 23, and 42 on a nearby terminal seems to have been completely forgotten about. Some might say he's gotten lost.

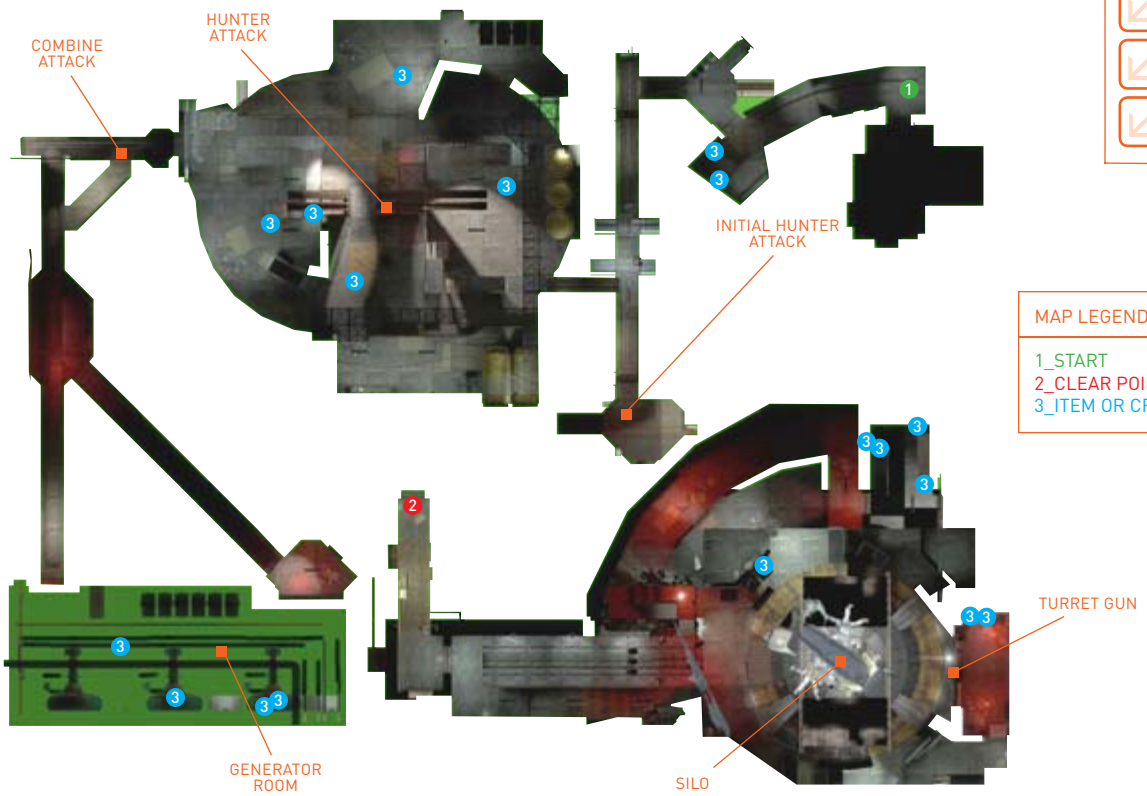


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"FREEMAN! ARE YOU STILL IN THE SECONDARY SILO? IS *ANYONE* STILL ALIVE IN THERE? IF NOT...DON'T ANSWER."

MAP 14

WHITE FOREST BASE: ABANDONED SILO



Go through the corridor and look left; a small storage area has two Supply Crates and some items on a table. Grab these, exit the storage area, and move to the junction. A gas tank and a Supply Crate are here, plus a monitor showing a breach in the silo.





During this exploration into the bowels of the silo, Magnusson notices an anomaly. Crows aren't the problem; it's the Combine! "Freeman! Can you hear me? The base is vulnerable until you find the controls and shut the overhead door assembly!" Turn left and race to the closing door, as a Rebel is pinned and dragged into the clutches of a Hunter!



You can't save him, and the doors at either end of the corridor are sealed. The overhead door is at the very top of the silo, so getting there is a challenge. Turn around and locate the metal bucket under the stairs. Crawl under here and then left. Move along the crawl-space until you can see Hunters attacking a Rebel in the adjacent room. Provide covering fire to help the Rebel.





Round the corner, smashing the Supply Crate only if you need to, and scramble out into the left area near some large yellow tanks. A second Rebel is fending off a Hunter attack, and also a couple of Manhacks that are flying about the area. Deal with the Hunter, then slam a Manhack into any nearby wall. Now move around and up onto the raised perimeter behind this area, and slay another Hunter using your Pulse Rifle's secondary Orb strike if you have one.



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ENTITY ENCOUNTER

MANHACK



These nasty, robotic, hovering devices have gyroscopic sensors to steady themselves in the air. They work in packs, charging you and savaging with rotating blades. Fortunately, you have the best weapon to combat them: the Gravity Gun. Suck in each Manhack, one at a time, turn to face a nearby wall, and dash the Manhack into tiny pieces against the wall. The nearer the point of impact, the better: Manhacks can survive a punt into a far wall or midair. Also, try punting Manhacks into Hunters.

TIP

Your job is to survive, but also keep the two Rebels alive during the battle. Roam under the massive rocket base in the middle of the room, then fall back to a side area behind a green metal wall. A Medic can patch you up from here, too.

Attack any Manhacks, and when two Hunters are defeated, fall back to the perimeter area with the red star on the outer wall, where the Medic is hiding. A final Hunter gambols across an upper gantry, coming down the ramp: Lob a couple of explosive barrels to stop it dead.



With all immediate threats dealt with, rummage around this area of the silo, sucking up items from the crawlspaces, storage areas, and on top of the mesh shelving near the green-metal walled defense point. Three Supply Crates are in this area, and other items are scattered about.



When the lower area is secure and you've gathered all items, look for the red chevron arrows at the top of the ramp where the third Hunter tried to descend. Run up, turn left, and rush around the gantry, looking over the room below. When you reach the steam valve, close it, and climb the ladder.







Stop at the metal floor at the top and bring out your favorite close-assault weapon. A Flare is lobbed in from the passage to the left. Wait for the Combine Soldier to appear, then blast him. Next, more Combine soldiers appear from the far left passage. Try to aim for the explosive barrel at the far end of this initial hallway, detonating it so the Soldiers are blown forward. Or, back up around the corner and shoot them from the edge of this hallway.

TIP

You can even back up completely, fall down to the ground, and lob Grenades up while the two Rebels provide supporting fire.

Continue moving down either of the two ambush corridors, as they merge into another red-lit corridor section with two branching corridors ahead and left of you. A Sentry Gun stands at the far end of the left corridor: Punt a long gas canister into it, or lob a Grenade.



CAUTION

Don't head down the left corridor or you'll be circled and attacked from behind by a trio of Combine Soldiers. Go down the right corridor instead.

Move down the right corridor and out into the generator room. The left corridor also leads out to this area, but emerges at the far end, on the left. Quickly sidestep right, using the generator as cover, and blast three Combine soldiers attempting to attack you.





A second Sentry Gun stands at the far end of this generator room, so advance along the right side, dodging in between the two generators so you can suck in and obtain the Supply Crates: one is on the metal shelf to the left, one is on the ground between the generators, and another is on the shelves between the generators. Duck down to avoid the Sentry Gun fire.



Advance on the Sentry Gun and execute one of the following plans: Either lob a grenade through the doorway, so it explodes and topples the Sentry Gun, or suck in a barrel and use it to absorb the bullets, then punt it into the Sentry Gun.





Carefully move up the steps beyond the fallen Sentry Gun, and prepare to retreat: A Combine Soldier and a Hunter are in the passageway to the

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left, at the top of the steps. Unless you can expertly slay the Hunter with a Combine AR2 Orb, back up immediately into the generator room and suck in a couple of explosive barrels or gas canisters. Now punt them into the Hunter. You can blow up the barrel at the top of the stairs, too.



The immediate threat is over, so climb up to the top of the steps, turn left, and negotiate another tight passageway. Sidestep right into a storage room to uncover the Supply Crate in here. A Health Pack is on a shelf, too. Now sidestep left, ignoring the second storage area.



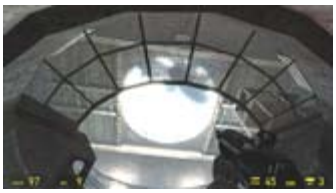
If you sidestep left and move down the corridor, you have more room between you and a two-man Combine Soldier team that's firing at you from a rubble-filled dead end. One enemy is on the ground and the second one appears atop the rubble. Gun both down, as Grenades aren't exact enough. Then head through the door marked "06."



Turn left and ascend the half-demolished stairs, then sidestep left off them to land near a Supply Crate and a dead body. This person really is dead! Claim the Crate, then open the nearby locker and procure the Crossbow bolts from inside. Then dive into the water to your right.



Switch to your Crossbow as you swim out of the small water-logged passage and into the base of the empty silo, where a Combine assault team is dropping in from above. Quickly scramble onto the perimeter walkway, look up, and begin to pin Combine with deadly Crossbow bolts.





About four to five Combine Soldiers and an Elite or two are up at the top of the silo, or else rappel down soon after you attack. You can also try using Magnum shots with your suit's Zoom function to line up the shot. Clear a few foes, then climb a ladder to a second perimeter walkway. Do the same again until you reach the top floor. If you look through the silo opening, you can see a Combine Dropship being buffeted by Rebel missiles. Ignore the Dropship and cross this central plank (picture 2) into the red-lighted area beyond.



Move into a connecting corridor, turn right, and ascend the stairs, but only after checking the rubble underneath them. Snag two Supply Crates from the rubble. Race to the top of the stairs and prepare to engage a Combine Soldier squad armed with a turret!



At the end of the stairs, enter the top of the silo but stay to the left, using the building support as cover. There's a turret across from you. Two Manhacks are sent in. Suck each one and explode it against the building support wall.





Although you can try to snipe the soldiers at the turret gun from the top of the stairs area, it is far better to sidestep right, run to an area of shelving, and punt crates out of the way to squeeze through. Smash a Supply Crate on a shelf, then peek out to the left, run out, then run right, between the two sloping concrete walls. Move into the chamber just to the right of where the Combine are hemmed in. The security door is ajar. If you throw in a Grenade, it is tossed back at you! Claim the Supply Crates from here.



Make a break for it! Rush the turret from the nearest available cover just to the right of the window, then blast the turret gunner with rapid-fire ordnance before dropping two more Combine Soldiers in this control room. Squeeze into this control room as quickly as you can.



You can take a quick breath in here. There's Health and two Supply Crates to crack open, and a lever that closes the roof. As soon as you pull this lever, a final group of Combine try to descend into the silo. Make sure you strafe them using the turret!





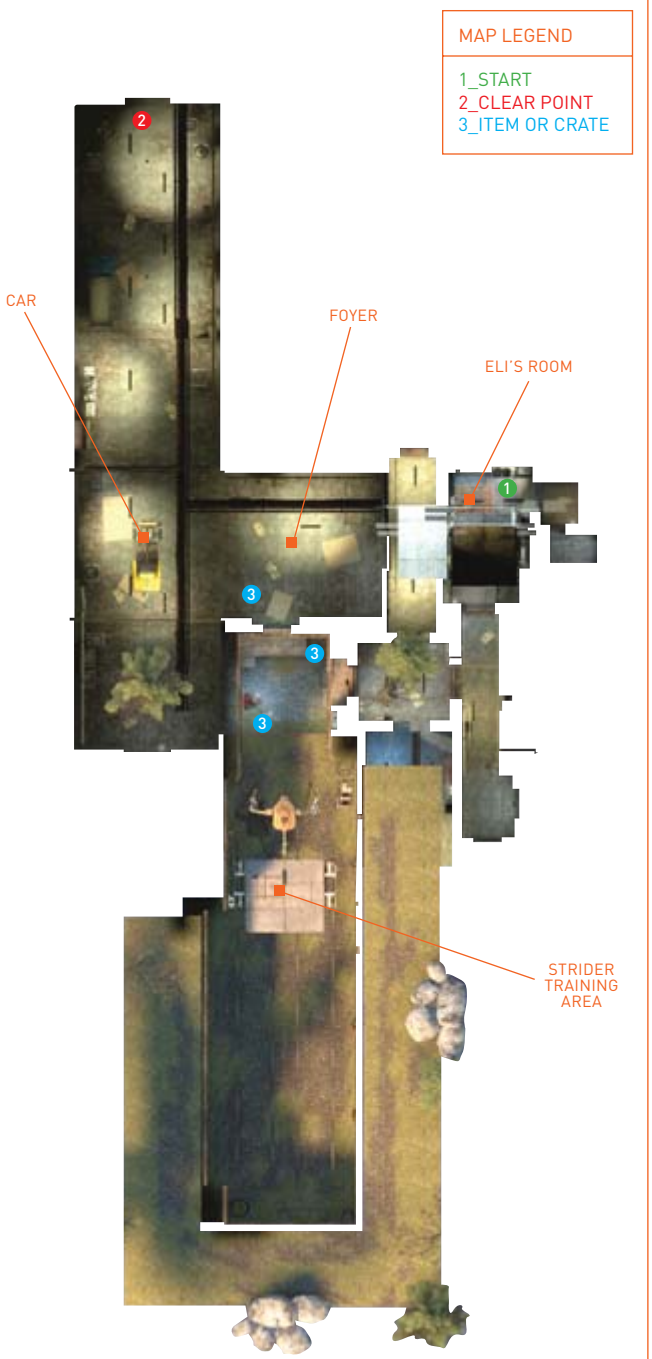
When the silo roof is finally closed, a Rebel, Alyx, and Uriah all run in from the opposite part of this area. Exit the control room, check the silo below for Combine stragglers and blast them, then rendezvous with Alyx. She's thankful you're safe and calls Eli to let him know you've sealed the silo. Eli is pleased, then informs you all that Dr. Mossman's message has been unscrambled. "We're about to watch the transmission from Judith. Kleiner has it all cued up," Eli says. Head up the ramp, wait for Uriah to unlock the security door, go through, then turn right.

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"PULL THIS OFF, AND I MIGHT JUST FORGIVE YOU FOR THAT DEBACLE AT BLACK MESA. YOU KNOW THE ONE I MEAN...INVOLVING A CERTAIN MICROWAVE CASSEROLE...."

MAP 16

WHITE FOREST BASE: MAGNUSSON'S TEST CHAMBERS





You walk into a computer room at the tail end of Dr. Mossman's message that you first heard during your Citadel exit. It seems Judith Mossman headed north after arriving at this base. The team watches the screen intently as schematics and footage of a rusting ship appears. Alyx gasps, and asks if the ship is real.



"Oh yes, quite real, despite its almost legendary stature." Kleiner continues: "Our peers at Aperture Science were at work on a project of some promise, but in their rush to beat Black Mesa for funding, they must have compromised ordinary standards of risk. We heard their research vessel had simply disappeared..." This message has coordinates of the *Borealis*, but Eli insists the ship needs to be destroyed.

G-Man About Town Location #4



Kleiner leaves to continue code debugging, while Eli is forced into the realization that he can't mount a search for Mossman. Alyx and you will handle it. Suddenly, the screen flickers and a brief image of another figure appears. Alyx stops in her tracks, half-remembering something. She walks over to her father and states: "Dad, prepare for unforeseen consequences...."



Eli is shocked, but Alyx can't remember what she said. After she recovers, Eli asks her to make him some tea. He talks quickly, saying "The last time I heard those words was back at Black Mesa. You had just stepped into the Black Mesa Test Chamber, when *He* whispered them in my ear." Alyx returns before Eli can finish.



Sipping tea, Eli is about to continue when Magnusson enters. "Striders are coming," he says matter-of-factly. "A single one of those damn things could shoot down our rocket." He turns to you: "You've proved yourself capable, and the staff seem to respect you. Therefore I'm putting defense of White Forest, and this ingenious new weapon of mine, in your hands." Your conversation with Eli will have to wait.

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NOTE

Before you go, you can uncover Kleiner's cactus from his City 17 laboratory (on top of the computer banks) and the Mark 1 HEV Suit plate in the fenced storage area.



You've little choice to follow Magnusson, especially as the base is about to be assaulted by Striders! He unlocks a security door and begins to explain his creation: "We call it the Magnusson Device. Not my chosen label, you understand, but it seemed to please the personnel." He turns and shouts at the Rebels loading some large, oval objects in the adjacent store room. "Look lively in there! Warm up the delivery port!"



Magnusson continues, "What it is, is a sort of a stickybomb, although it's cleverer than that makes it sound. From your point of view, you merely pitch the device at the Strider's hull, then blow it up. I've struggled with a mechanism for launching the device, but...well, your Zero Point Energy Field Manipulator clears up that little problem." He beckons you into a practice area.

INVENTORY ADAPTATION
MAGNUSSON DEVICE (AKA STRIDER BUSTER)

A large, egg-shaped detonating device with a hardy exterior, this explosive is primarily used to destroy Combine Striders, hence its nickname Strider Buster. The ball is teleported to a special Device Portal built by Magnusson's crew of Vortigaunts and Rebel technicians, after which it is sucked and carried around by the Gravity Gun. When encountering a Strider, punt it up and onto the Strider's carapace hull, but only after securing the area so other enemies don't shoot the bomb. (If you miss, the bomb is destroyed upon impact with the ground.) A homing device clamps onto the Strider. After that, a simple gunshot explodes the bomb, bringing the Strider crashing down to earth.



Magnusson suggests you practice some punting. Use your Gravity Gun and suck up a Magnusson Device. Look at the Strider the Rebels have tethered down tightly, and aim directly at the carapace hull. After it sticks, the device begins to flash yellow; this is good to know when the real combat comes. Shoot the Magnusson Device with a Pistol shot (or your favorite weapon).



The Magnusson Device explodes. This normally kills a Strider. Magnusson then orders Uriah to move the Strider to the rear of the training area. From here, suck in another Magnusson Device and punt it, aiming just a little higher than the carapace to allow for distance. Then quickly whip out your weapon and fire again.

TIP

Practice this as much as you wish; you will need an accurate punt-and-fire technique, and practicing before coming under heavy Combine fire is preferred! Before you go, refill your Pistol ammo at the Infinite Ammo Crate behind you.



Magnusson unlocks the security door. "I'm relying on you not to squander my trust..." he says, sternly, "...or my Magnussons!" He then says he'll forgive your Black Mesa "casserole" incident if you come back alive from the imminent combat. Step through the door, pick up the RPG Launcher and smash the two Supply Crates.

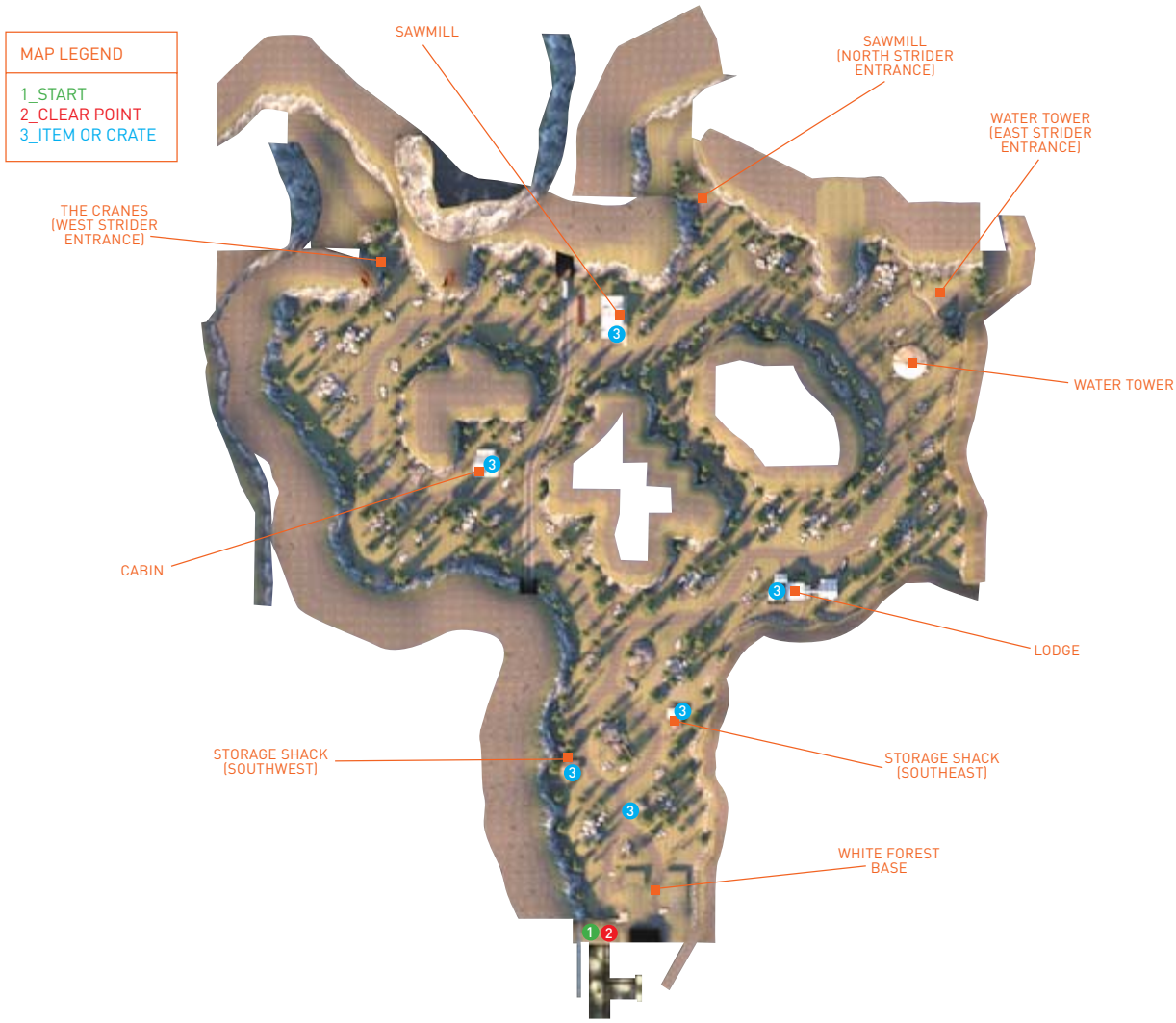


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"ATTENTION! NORTH PERIMETER BREACH! WE HAVE A STRIDER, APPROACHING FROM THE CRANES!"

MAP 17

WHITE FOREST: VALLEY BATTLEGROUND



MIRT beckons you over saying he has taken a few liberties with your Car. He has added a rear rack for Magnusson Devices and fiddled with the radar, too. "Combine show up red on the dashboard unit now. Plus, it sends a homing signal to your HEV suit, in case you get separated from your Car. No need to thank me!"



He then walks over to a rudimentary map and points out the various locations in the valley. It is vitally important to remember these areas, as Striders will be heading in from the locations shown on the map. He then tells you to drive to the old Sawmill to get a final battle plan.



The quickest route to the Sawmill is to leave the base, accelerating rapidly past a Magnusson Device Portal on your right and a storage shed on your left. As the road splits around a copse of trees, edge right. You pass a second storage shed.





NOTE

Check your onboard radar and you see that these locations are shown with an icon of a Magnusson Device. This is the key to winning the battle: Head to these blips to restock with a Device.

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Bear left as you continue heading north fast. You should now check the guide map in this book and gauge the distances to the various locations. Drive up and onto the rail lines, and stay on them as you pass to the right of another Magnusson Device pick-up point: a large cabin in the woods.



Continue driving up the rail line until you can spot another building to your right. This is the Sawmill; it's one of the key areas to defend in the forthcoming battle. To your left is a dirt path over to the west and two rusting cranes. To the right, by the foot of the Sawmill, are some Rebels.





A Rebel Captain explains the plan: "We've counted a dozen Striders just north of us. Our job is to keep them from reaching the base to the south. If they get close enough for one good shot at the silo, the whole launch is a bust. And in case Striders aren't bad enough, recon shows 'em escorted by packs of Hunters. Those mini-buggers are gonna make it hard for Freeman to get a clear shot with the Magnusson Device." The loudspeaker cuts in: A Strider has been sighted!

NOTE

The following tactics should be attempted during the battle. There is no specific walkthrough information, as the routes you take are up to you. The tactics you try are the same for every Strider.

However, the following information provides excellent overall methods of disposing of Hunters and Striders, with the option of saving every building. The first, and most important point to remember is the timing of each Strider's appearance. This chart reveals all!

NOTE

This chart should prove invaluable when calculating where to travel to engage the next Strider. It also shows you which Striders are a particular problem if you're attempting to keep all the major structures intact; you can hone in on specific Striders and defeat them before they reach their intended structure. All other Striders amble toward the base.

THE STRIDER BATTLE: OVERVIEW

Strider Arrival Chart: First Wave

Strider (Number)	Hunters (Number)	Initial Location	Arrival Time	Other Notes
Strider #1	0	West of Sawmill	During initial debriefing	—
Strider #2	1	Sawmill area (north)	After you leave the debriefing	Attempts to destroy Sawmill
Strider #3	2	Water tower (east)	20 seconds after Strider #2 is defeated	—
Strider #4	2	The Cranes (west)	70 seconds after Strider #3 arrives	—
Strider #5	3	Sawmill area (north)	20 seconds after Striders #3 and #4 are defeated	—
Strider #6	0	Water tower (east)	30 seconds after Strider #5 arrives	—
Strider #7	2	The Cranes (west)	10 seconds after Strider #5 or #6 is defeated	Attempts to destroy Lodge
Strider #8	2	Water tower (east)	120 seconds after the Lodge is destroyed, or after Strider #7 is defeated (whichever is first)	Attempts to destroy Cabin

Strider Arrival Chart: Second Wave (Dropships)

Strider #9	2	The Cranes (west)	80-second lull after Strider #8 is defeated, then 60 more seconds	Attempts to destroy White Forest Base
Strider #10	0	Sawmill area (north)	80-second lull after Strider #8 is defeated, then 70 more seconds	Attempts to destroy White Forest Base
Strider #11	2	Water tower (east)	80-second lull after Strider #8 is defeated, then 85 more seconds	Attempts to destroy Base
Strider #12	1	Sawmill area (north)	80 lull after Strider #8 is defeated, then 160 more seconds	Attempts to destroy White Forest Base
Strider #13	1	The Cranes (west)	80-second lull after Strider #8 is defeated, then 165 more seconds	Attempts to destroy White Forest Base

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THE STRIDER BATTLE: GENERAL TACTICS



Your Car: First, it is vitally important that you drive *everywhere*. Running between locations is far too slow. Use your Car to reach the Strider and Hunter bodyguards. Grab Magnusson Devices from the rack, but remember you must locate a building with a Device Portal inside, carry the Strider Buster out, and place it on the rack before you continue. Keep the Car and a Magnusson Device with you at all times.

NOTE

Remember your Car radar when you're away from the vehicle. When the Car icon is in the middle of the radar, it is straight ahead. Learn this immediately, so you can easily find your Car in a pinch.

Strider Locations The Striders appear one at a time, from three locations. The first is in the general area of the Sawmill, slightly east of the building.





The second location is the general area of the water tower to the east. The Strider approaches from behind the water tower itself. You can reach here from the Sawmill or Lodge.



The third location is the general area of the two rusting cranes to the west. You can reach here from the Sawmill or Cabin.



Other Locations: Learn the other landmarks, too, including the Lodge in the west.



This building in the east is the Cabin.



This building in the southeast is the storage shack.



This building is another storage shack in the southwest. There's a Device Portal on the main road outside this shack, too.

TIP

Remember that Striders can move down any of the main routes through this forest. If a Strider is attempting to destroy a building first, it moves directly to its target, and then on to the White Forest Base. If a Strider doesn't have a plan to destroy a building, it moves directly to the base.





Hunters First: After each Strider is spotted, ignore it while it ignores you. You must concentrate on taking out the companion Hunters first, as they destroy any Magnusson Devices you punt at a Strider, which can be infuriating. Take out Hunters using any of the following plans (in order of importance):

1. **Use the Pulse Rifle Secondary attack, shooting an Orb which results in an instant kill. This ammo is found inside any building.**
2. **Launch a Rocket at the Hunter, reducing its health by around 40 percent. Then finish it with regular weaponry or a second rocket.**
3. **Punt a log (picture 1): The forest is full of logs that are heavy enough to crush a Hunter to death with two punts. It can also soak up the fléchettes the Hunters fire at you.**
4. **Drive into the Hunters (picture 2): Your Car can also be used as a weapon; run over a Hunter, then back over it. Exit the vehicle to finish it off.**
5. **Magnum shots: This weapon is strong enough to drop Hunters in three shots, and it is a useful alternative to the Pulse Rifle Secondary ammo.**
6. **Other attacks: These include Shotgun blasts, or other weapons, which can be effective but take more time.**
7. **You can also cause extra damage if you strike a Hunter while it is charging.**





Striders Second: Striders ignore you completely until you destroy all the Hunters that are guarding it. Then, expect gunfire from its carapace as the beast heads toward the White Forest silo base (or a building). Your plan is simple; grab a Magnusson Device, punt it onto the Strider's carapace, and detonate it with a gunshot. You may wish to use the Shotgun's wider burst to guarantee the Strider is demolished the first time.

CAUTION

Hunters can destroy the Magnusson Device you're carrying before you even manage to punt it, which is damaging to you. Be sure these Hunter threats are dealt with before you attempt carrying or punting Strider Busters!

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Saving Buildings: Striders #2, #7, and #8 (see chart) have an additional mission to complete; they mean to destroy the Sawmill, Lodge, and Cabin respectively. Immediately make a note of the best route to reach the location, and drive there before the Strider gets into this "crab walk" position (see picture). When it bends down like this, it fires its portal cannon to disintegrate the building, which then cannot be used to grab items from.



TIP

Deal with a Strider quickly by hiding inside the doorway of the building and immediately punting a Magnusson Device, then exploding it as the Strider summons the portal energy but before the building collapses. If this tactic proves too difficult, load up the RPG Launcher and defeat the Strider with a rocket; use this tactic only when buildings are in danger.



TIP

Magnusson Devices are important, and are only available from inside (or near) the various buildings dotted throughout the woods.



Inside Buildings: Each of the main buildings holds a selection of items, plus a Device Portal, which show up on your car's radar map. Every building's ammunition and items (including the awesome Pulse Rifle AR2 Orbs) are replenished once you drive to a different building, then return back again. Also, when buildings are destroyed, all items and the Device Portal are lost. Remember this!



The Second Wave: After Strider #8 is defeated, there's a lull for 80 seconds, during which the Rebels get a little too overconfident. Then Dropships fly overhead and deposit a final wave of Striders that attack almost simultaneously! Use the chart (shown previously) and drive north to attack the first few, then retreat to the two shacks near the White Forest Base to engage the remaining forces.

Spend the remaining combat actively slaying the Hunters that gallop around, and then strike the final blows to the Combine's attack force before they blast your base. You can also rely on your Rebel friends cause diversions, attack the Striders, and drop Rockets.





Retreat all the way back to the southwest storage shack for the last two or three Striders and ensure they don't fire on the base or all is lost! By the end of the battle, you should be proficient enough to fire a Magnusson Device, switch to a firearm, and detonate the Device as it lands on the Strider, as shown!

WHEN THE BATTLE IS WON

The final Strider topples and lands in a messy pile. The battle is over, and the attempt to strike deep into the Combine's superportal is about to begin! Magnusson's voice echoes through the forest: "All personnel, return to base! And if you see Gordon Freeman, tell him to get his butt in here!"



Drive back to the base, parking so you can enter the doorway. Once inside, MIRT runs toward you with wild exclamations of praise! "Way to go, Freeman! The Combine's falling back! I wouldn't say we've got them on the run, but...hell, it's a start!"





Run past the recovering Rebels, make a left into the entrance area, and go toward the doorway. Alyx meets you; she's beaming from ear to ear. "Wow, Gordon," she says, "You were amazing out there. I don't know how you do it!" She beckons you to follow her to watch the rocket launch. The superportal must be stopped!

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T-MINUS ONE

OVERVIEW

There is just enough time to return to the secure area of White Forest, and prepare to send a lasting message to the Combine, courtesy of the Black Mesa science team. After receiving the honor of beginning the final launch sequence, the Rebels and other ragtag bands of survivors strike a meaningful blow to their alien oppressors. The rocket launches skyward and you take in the evening glow of a natural sunset, instead of a forthcoming superportal. The Combine's gate winks out of existence, and your escape route to locate and extract Dr. Mossman is assured. Until real tragedy strikes....

INVENTORY PICK-UP

- None

ENTITY ENCOUNTER
FRIENDLIES

- Alyx Vance
- Dr. Magnusson
- Dr. Eli Vance
- Dr. Kleiner
- Dog

ENTITY ENCOUNTER
HOSTILES

- Combine Advisors

*** Indicates first exposure to entity**

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"GORDON, THANKS FOR EVERYTHING YOU'VE DONE. FOR ALYX...FOR ALL OF US. I COULDN'T BE PROUDER IF YOU WERE MY OWN SON."

MAP 18

WHITE FOREST BASE: COMMAND CONTROL CENTER





"Wow, Gordon, you were amazing out there!" Alyx is beaming as you follow her through the security door; she almost gushes with compliments. Follow her into the junction room, and optionally check the team resting by the Magnusson Devices.



Alyx opens the next security door and you pass Magnusson's work chamber, where he stops his launch checklist with Kleiner to grace you with his presence. "I feel compelled to thank you personally for saving my rocket. So, ah, thank you." He turns and head back into his chamber. Alyx smiles. "What, no hug?" she asks.



Ride up with Alyx in the elevator and step out into the main control room with a commanding view of the launch pad. Eli greets you both, while Kleiner and Magnusson continue their checklist: "Wait a moment," you hear Kleiner say. "I'm seeing a payload anomaly of approximately eight and a half pounds." That's either the size of a Headcrab or a small gnome. You can't decide which. Eli profusely thanks you for your help.

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"I suggest we adjourn this meeting of the mutual admiration society until after we have launched our rocket." Magnusson remarks, and Kleiner presents the button for you to press. Do so, and the countdown begins from 30. The tension becomes unbearable as Kleiner counts down from ten.





We have liftoff! A gigantic burst of flame propels the rocket and payload upward, and the sky fills with a dark gray smoke trail. Magnusson's usual demeanor cracks with delight. "Oh, I must... I must get control of myself. Ah... deep breaths, deep breaths. Ah."



"Once the rocket is in range of the portal, we'll be able to switch on the xenium resonator," Kleiner informs you. Eli recommends heading outside to get a better view of the fireworks. You go out, and Alyx runs to meet Dog while Eli stops you for a moment: "That message from our mutual friend. It's got to be about the *Borealis*. Don't be deceived. It must never be used. You have got to destroy it. Whatever the cost."



The rocket has faded into distance. The sky is tinged with violet, the first stars starting to show, as a spectacular auroral portal effect begins to spread across the heavens. Eli and Alyx are filled with wonderment. Alyx feels for the first time that they really have a chance to be free. Eli is reminded of Alyx as a child, full of hope. The superportal disappears; it seems to have been closed. In the distance, you can hear Kleiner asking if anyone has seen Lamarr, his debeaked Headcrab.

Move toward the hangar, where a helicopter awaits you both. "It's okay, Dad. We'll find Judith and bring her back," Alyx tells Eli. Walk into the hangar after them both. Dog doesn't join you; he's acting strangely and jumps around the back of the hangar out of sight. Ride down the elevator to the helicopter.





You reach the base floor of the hangar. Suddenly there's a tremor of energy...the first flickering of a familiar mental probe. Eli crumples, hit by the sensation, but not understanding it. Alyx calls out to her father. The hangar windows explode in, just as a wave of Advisor-driven force pins you and Alyx to the walls.



Two Advisors drift down from the shattered windows. Eli sees them coming, then stoops and snatches up a rusty pipe from among the debris. He gets into position to take a swing at the nearest Advisor. It hangs back, while the second Advisor grabs and pins him with a long, spindly appendage.

The Advisor plucks Eli up. He shouts for Alyx not to look. Eli goes slack and begins to twitch as the Advisor clutches him and begins to suck out his mind.



Dog appears from the shattered windows. He gauges the threat, then throws himself at the Advisor who has you and Alyx pinned. Dog slams the Advisor to the floor, and pummels it. It squirts gore and lets out an agonized supersonic squeal. With a pulse of psychic force, it throws off Dog and makes for the rooftop exit. It flies off erratically.

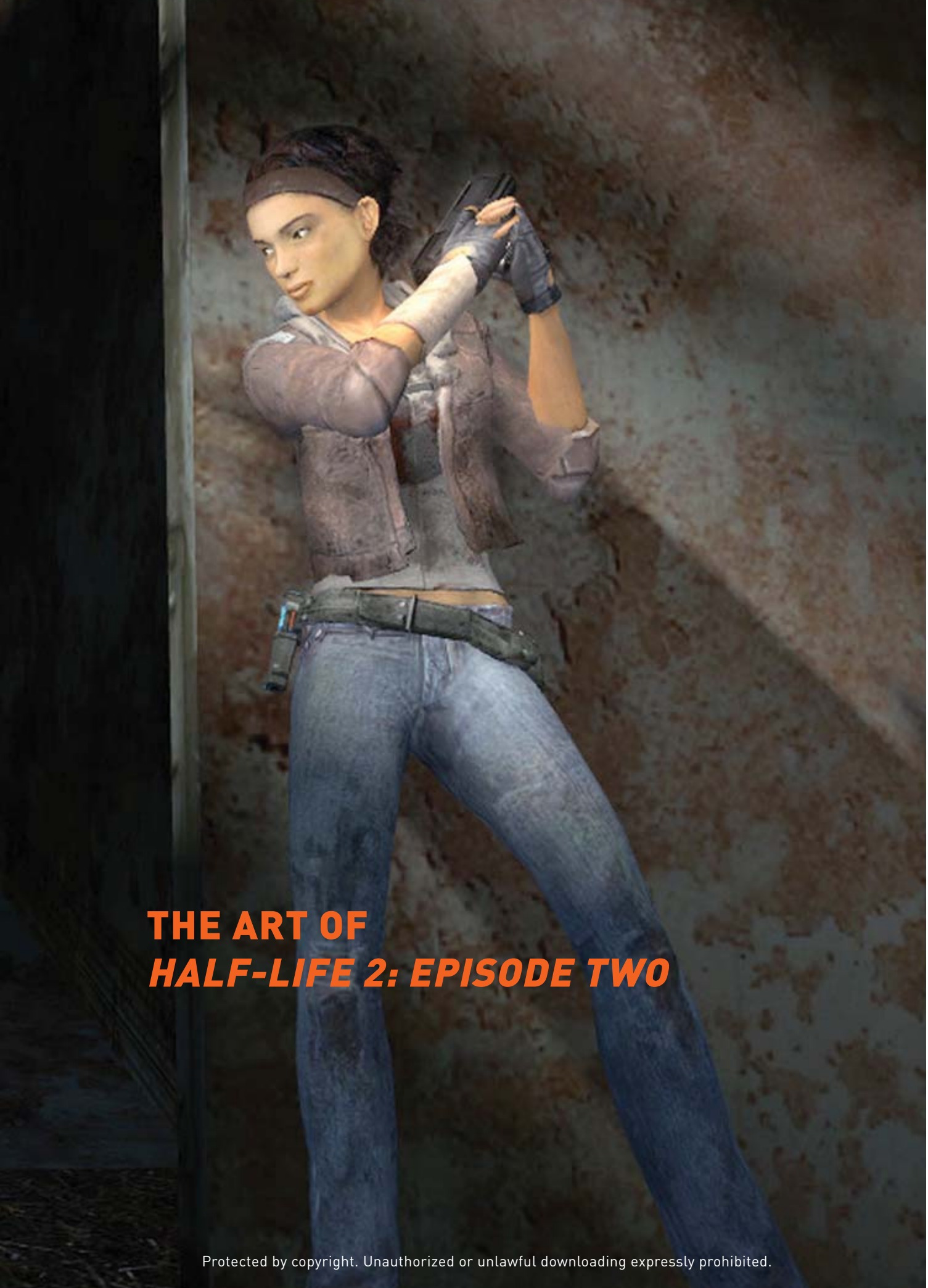


The other Advisor finishes off Eli with a sickening crunch of pulverized bone and drops the old man to the floor. Then it flies after its injured companion.



Alyx and Gordon are left on the floor. Alyx rushes over to gather up Eli's body. Dog moves over slowly and sadly, and hunkers down beside her. There is a long moment of grieving; Alyx hunches over her father. Everything fades to black.

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THE ART OF *HALF-LIFE 2: EPISODE TWO*

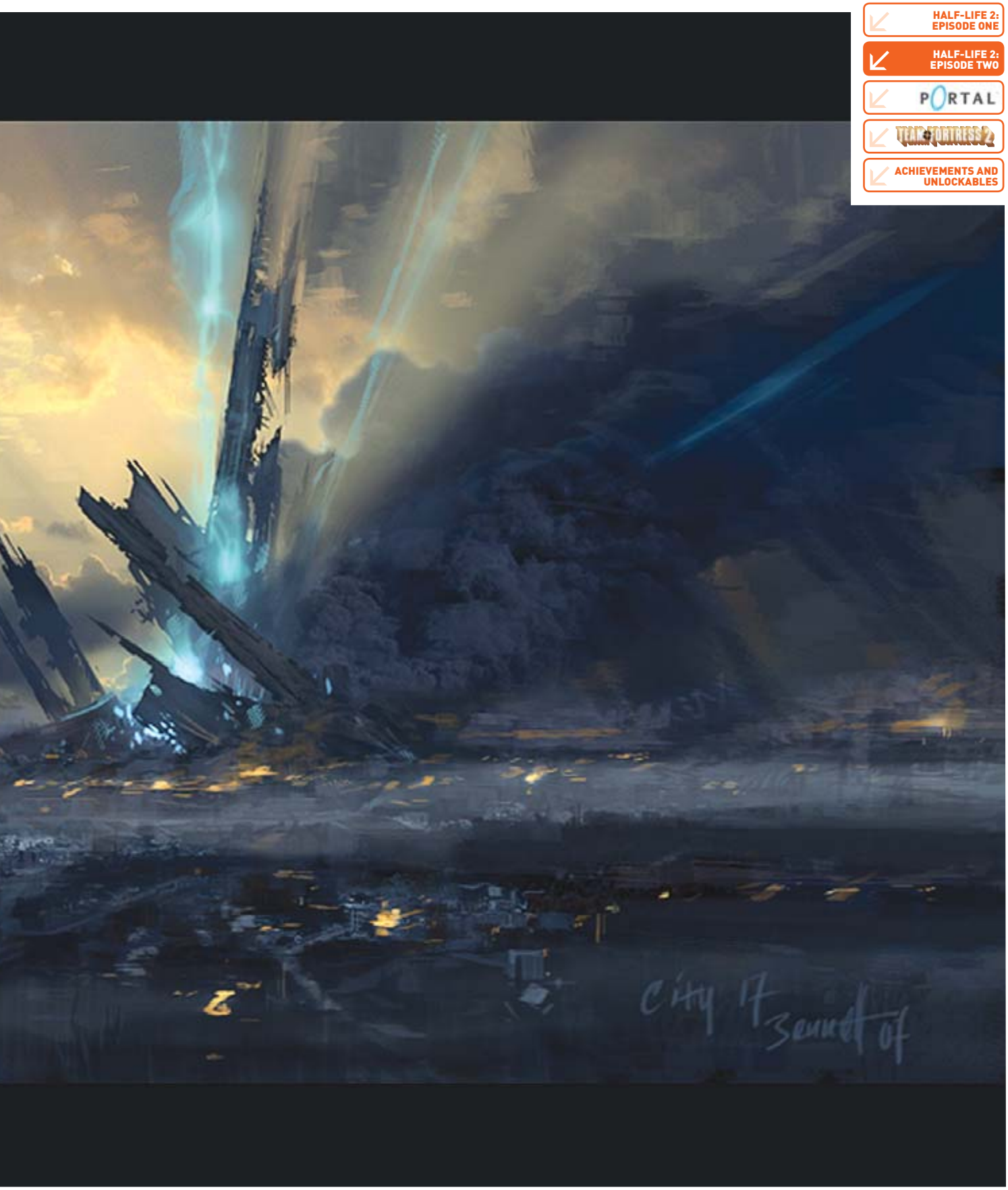
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Concept of City 17 after the destruction of the Citadel.



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HALF-LIFE 2: A CONDENSED WALKTHROUGH
HALF-LIFE 2: EPISODE ONE
HALF-LIFE 2: EPISODE TWO
PORTAL
TEAM FORTRESS 2
ACHIEVEMENTS AND UNLOCKABLES



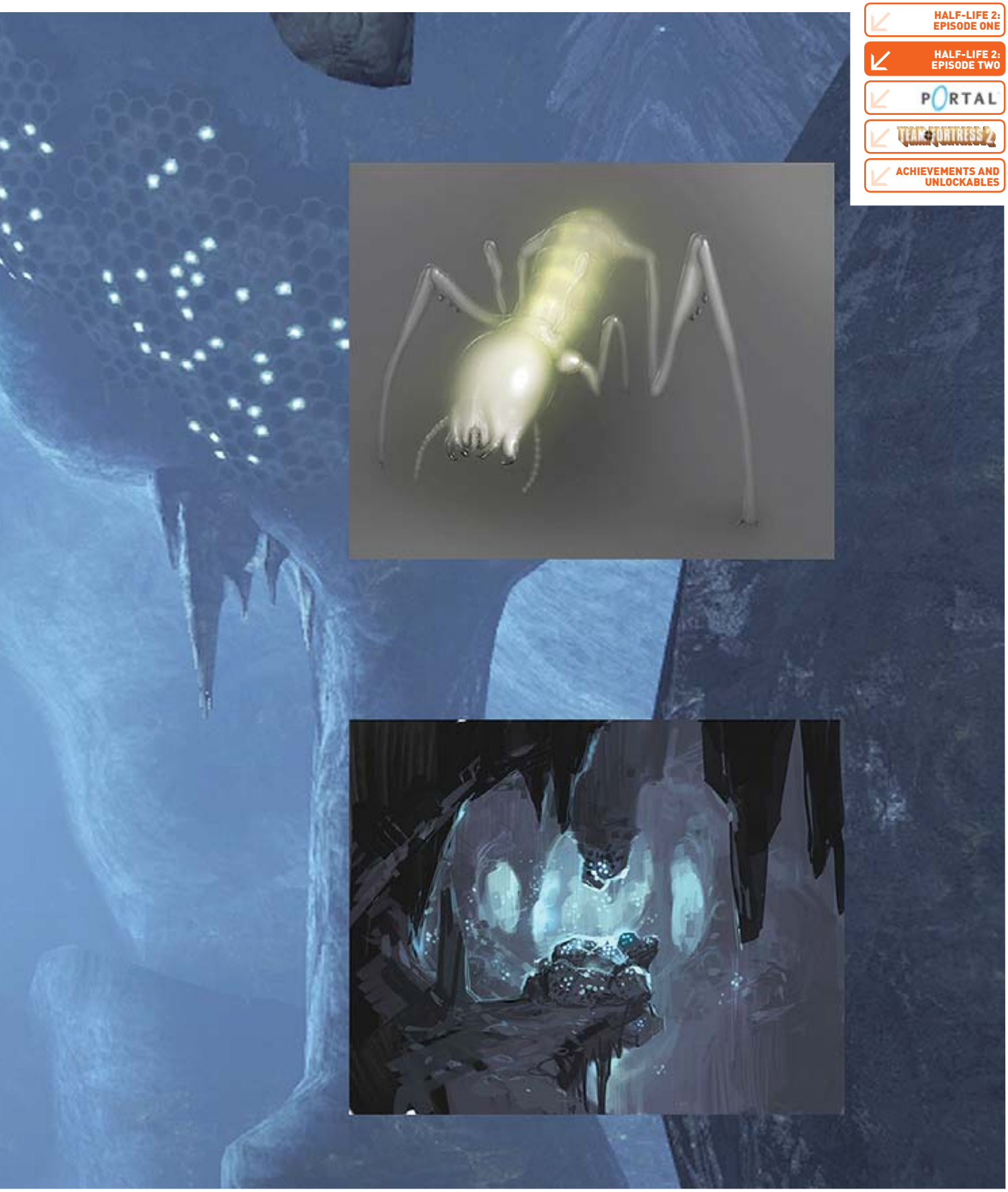
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Poison Antlion Worker in the cave environment with concept study (inset).

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Muscle Car as seen in the game with concept studies.



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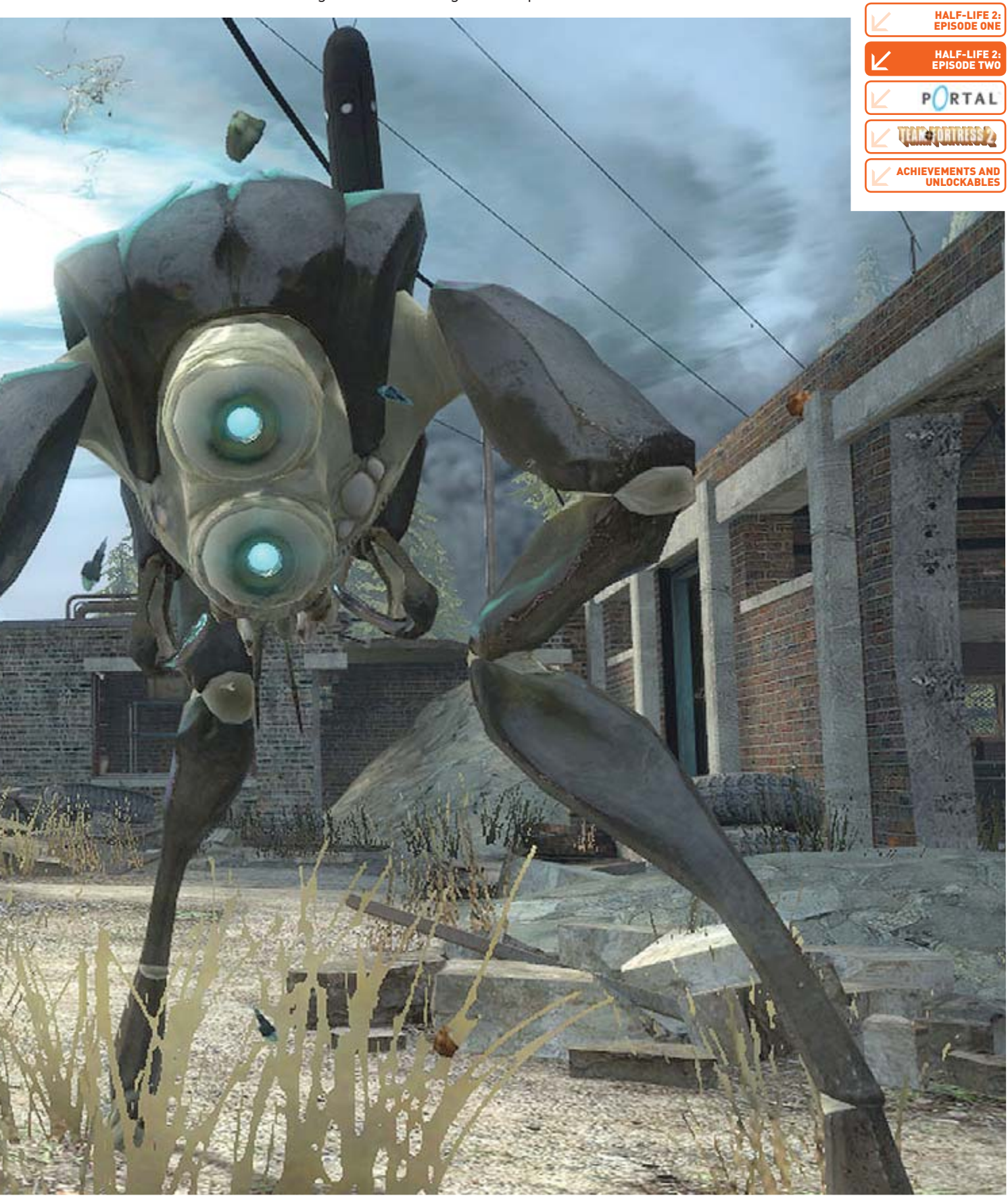




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The Hunter as seen in the game with the original Marquette.



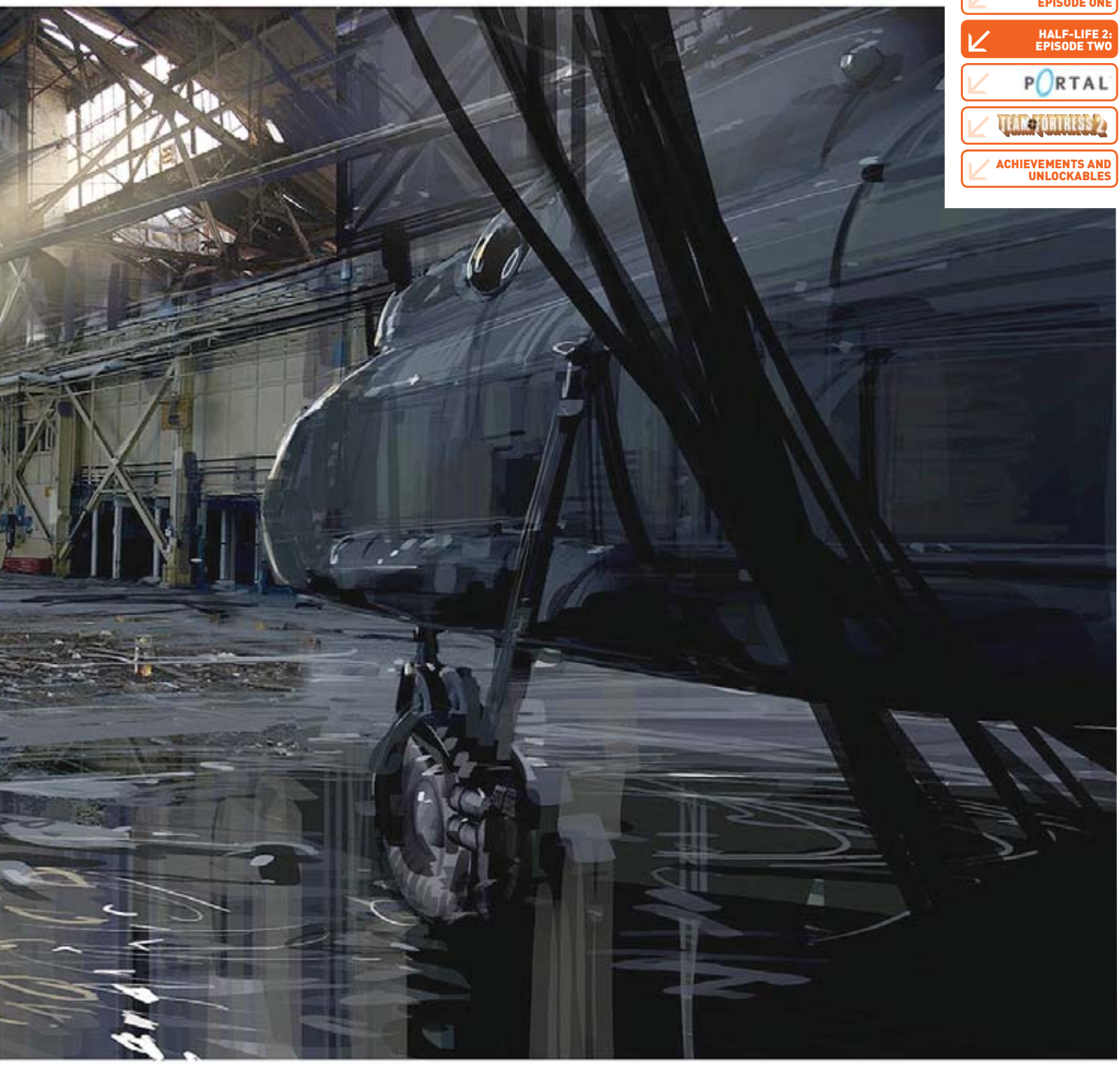
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Concept of the Advisor in the hangar environment.

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NOT QUITE ROCKET SCIENCE: A *PORTAL* OVERVIEW

You awaken in a cold, sterile room. It's barren except for a toilet, the bed pod from which you arose, and a radio playing a chipper tune that seems completely out of place in your spartan surroundings. You have no idea who you are or why you're here, but it's clear that something isn't right—everything around you is in a state of disrepair, and the monotonous, synthesized voice that's gently prodding you out of your chamber doesn't seem to be *quite* all there.

It is clear, however, that you have some high-tech toys at your disposal. For better or worse, this unhinged artificial intelligence is apparently your only shot of getting out of wherever it is you are in one piece, and given how crazy things are looking, you're going to need all the help you can get.

In the world of *Portal*, you're a human rat trapped in a high-tech maze, and you need lightning reflexes and a whip-crack mind to navigate through it. Luckily, you also have science on your side...sometimes, anyway.

CHARACTERS

The Aperture Science Computer-Aided Enrichment Center is a lonely place, and this is compounded by the fact that you have no idea who you are, why you're there, or how long you've been in suspended animation. You're not *completely* alone, though; GLaDOS, an artificial intelligence whose positronic brain has gone kaput, is there to keep you company. The only problem is that it's sometimes hard to tell if "she" is trying to help you get out, or do you in completely.



Through some unfortunate stroke of luck, this young woman has found herself trapped in the Aperture Science Computer-Aided Enrichment Center. She has no idea why she's there, nor how long her "brief detention in the relaxation vault" has lasted. Her only guide is a clearly damaged and/or deranged artificial intelligence named GLaDOS, who is intent on putting her through a battery of tests seemingly designed to shatter our notions of space and geometry.

Your character's identity remains a mystery throughout the game, but if you play close attention to GLaDOS's nutty ramblings, you can pick up a couple of clues. For instance, in a moment of screwy programming, GLaDOS reminds listeners that the "Aperture Science Bring-Your-Daughter-to-Work Day is the perfect time to have her tested." Given that Chell is a grown woman at the outset of the game, she's probably been under for a while if she was indeed captured during said program. At one point, GLaDOS also calls her a "bitter, unlikable loner whosepassing shall not be mourned." Given the context in which she says that, however, you would hardly call her unbiased.

Those things attached to her legs, by the way, are cybernetic knee enhancements. Considering how often Chell is called upon to fall from high distances, they're a definite necessity in her line of "work."



GLaDOS, an acronym for Genetic Lifeform and Disk Operation System, is the deranged artificial intelligence that has taken control of the Aperture Science Computer-Aided Enrichment Center. How "she" arrived at this position is unknown, but it probably has something to do with the deadly neurotoxin that she mentions when the protagonist finally meets her "face"-to-face. *Some* of her programming, though, still appears to be functioning as normal, as evidenced by how helpful she could be when guiding her test subject through the Enrichment Center's multitude of chambers.

In GLaDOS' scrambled silicon brain, mankind's highest ambition is to acquire "cake." As such, she periodically reminds the protagonist that successful completion of her tests will result in a cake, baked just for her, to commemorate her triumph. A solid incentive most definitely, but it quickly becomes evident that GLaDOS's notion of "cake" may differ from our own; in other words, will the protagonist be the recipient of a delicious, freshly-baked cake, or simply one item in a long list of ingredients? Here's a hint: The only way to safely dispose of the Aperture Science Handheld Portal Device is to incinerate it. And cakes require high temperatures to bake.

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KEY TESTING APPARATUSES

From the looks of it, you're going to be spending quite a bit of time in the Aperture Science Computer-Aided Enrichment Center. Thus, it's a good idea to familiarize yourself with the equipment they use to perform their wondrous brand of science.

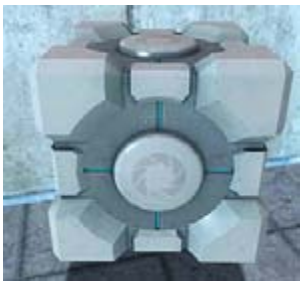




The reticle on the left indicates that you can't open a portal on that surface. The one on the right with the filled outline indicates that it's A-OK.

APERTURE SCIENCE HANDHELD PORTAL DEVICE

This "portal gun" is your primary means of navigating the mind-bending environments you encounter in the Enrichment Center. While the science behind its operation is probably impossible for you to comprehend, its functions are simple: hit **FIRING MODE 1** for a blue portal, and **FIRING MODE 2** for a orange portal. When you enter a blue portal, you'll exit through a orange portal, and vice versa. The portal gun's oval-shaped reticle is comprised of two half circles, one blue and the other orange, corresponding to each color of portal. You'll see a smaller oval next to the side that's been most recently fired; this is useful during fast-paced puzzles. You can also determine whether you can open a portal on a given surface simply by looking at the reticle—if the outline of the oval is filled in, fire away, but if it's is empty, you're going to have to find another way.



WEIGHTED STORAGE CUBE

These invaluable objects are scattered all throughout the Enrichment Center's test chambers. Use them to hold down buttons, deflect energy balls (see Ball Launchers and Catchers), smash turrets, and as steps to reach elevated surfaces that portals can't get you to. If you happen to inadvertently dispose of one (by, say, dropping it into a pool of goo), you can usually find a replacement at the nearest Aperture Science Vital Apparatus Vent.

WEIGHTED COMPANION CUBE



The Weighted Companion Cube is, for all intents and purposes, identical to any other Storage Cube you encounter, except for the charming hearts emblazoned on its six sides. These were designed to engender nurturing feelings in test subjects, for the psychological portion of Test Chamber 17's exercise. Don't get too attached to your "friend," though....

BALL LAUNCHERS AND CATCHERS





These are among the deadliest testing devices in the Enrichment Center, but also some of the most vital when it comes to solving certain puzzles. Ball Launchers periodically emit a pulsating orb of energy that travels slowly in a straight line and bounces off of flat surfaces for a set amount of time before dissipating. Your job is typically to goad these energy balls—which are deadly to the touch—toward a Ball Catcher by means of portals and/or Storage Cubes in order to trigger some sort of puzzle-related event, such as opening a door or activating a lift. When an energy ball comes into contact with a Catcher, the Launcher that emitted it shuts down.



TURRETS

Although these turrets were originally designed to populate obstacle courses for the testing of military androids, you encounter more than a few of them during your stint as an Enrichment Center test subject. Unfortunately, they don't seem to care whether their targets are organic or synthetic: If you come into contact with their laser sights, you receive an indiscriminate barrage of machine gun fire. Luckily, clever use of your portal gun should provide you with ample methods of dispatching them. You can simply teleport to their flanks and tip them over, drop Storage Cubes on their heads via ceiling-deployed portals, or creatively coax energy balls into making contact with them. Once you've figured out to foil one, though, don't feel compelled to do so immediately—they say the funniest things when you play a bit of peekaboo with them.



APERTURE SCIENCE MATERIAL EMANCIPATION GRID

These transparent energy fields are normally used to mark the end of a level, but they're occasionally found within the test chambers as puzzle elements. When you encounter one in this context, keep in mind that any object you carry through it will disintegrate. Furthermore, any portals you place while through an Emancipation Grid will disappear when you cross to the other side. Usually, you'll have to concoct some clever way to get around this restriction.

SPATIAL DISTORTIONS: ADVANCED PLACEMENT PORTAL SCIENCE

Becoming a master of the portal gun involves much more than figuring out how to get from point A to point B—it's all about getting from point to

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point while violating as many physical laws as possible! These advanced techniques will make your compulsory test period just a bit more manageable.

FLINGING



Here's where you need to be.



A 180-degree turn reveals a suitable surface right across the large chasm separating you from your destination. Place a portal here.



Next, find the deepest pit you can safely jump into from your position. Place your second portal here.



Now jump in! Notice how you continue to fly quickly after exiting the second portal, despite the change in trajectory.



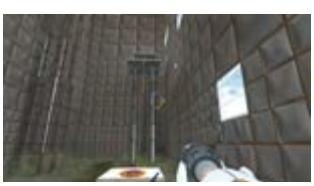
Success! You've cleared the chasm and arrived at the far ledge. You are now a master of flinging.

When the laws of physics refuse to cooperate, sometimes you just have to force them. "Flinging" is an advanced technique whereby you transform downward momentum into forward momentum by means of cleverly placed portals. This is mainly used to clear large gaps or obstacles when more orthodox means, such as stairs or lifts, aren't available. The concept is simple: You place portal A on a high wall *across* from the area that you wish to fly over. Meanwhile, portal B is placed deep in a pit. When you jump into portal B, you'll emerge from portal A with all the momentum you gained from falling into the pit intact. This should be more than enough to propel you across the gap or obstacle.

A second variant is the "Wedge Fling," which is identical to the regular Fling, except portal A is placed on an upward-slanted, elevated surface. Since your point of exit is a few degrees steeper, you'll fly much farther. As a result, Wedge Flings are highly recommended if you like flying.

DOUBLE FLING

Do not despair if you lack a deep enough pit from which to fling, however—in such cases, you can employ a "Double Fling." The concept is identical, though the execution is a little bit trickier. Instead of placing portal B in a pit, just deploy it anywhere you can easily reach by walking. Entering into it will eject you from portal A, up on the high wall. As you're falling through (with all that wonderful momentum intact), guesstimate where you'll land, and place portal B on that spot. This will send you through portal A again, this time with enough to momentum to clear that pesky obstacle.



This is the ledge you want to reach. Problem is, you aren't high enough to place a portal on its surface. You can work around that, though—deploy a portal on the one closer to you.



Now, find a deep pit, place a portal in it, and jump through.



Wheee! Now you can reach that elevated surface with vertical momentum to spare!

FLOOR-TO-FLOOR

In the absence of a portal-friendly high wall from which to fling, there is another way to exploit momentum for the purposes of reaching remote ledges: a technique called "Floor-to-Floor." The concept is similar: Place portal A on the ground near the ledge you need to reach, and place portal B in the deepest pit as you can find. Jump into pit containing portal B, watch in wonder as your gravitational momentum is reoriented as you emerge through portal, and master the distance that had previously confounded you.

PORTAL LEDGE



This first portal provides the needed vantage point to cross this zigzagging passageway.



The second portal goes on the wall, where it can be reached easily.



Upon entering the second portal, you emerge where you placed the first, facing your next vantage point. Replace your first portal here. You have just arrived at the exact point where you replaced your first portal. That surface ahead is your ultimate destination. Fire a portal there...





...and you can back out into the distant room. That is a perfectly executed Portal Ledge.

While you're unlikely to employ this advanced technique often unless you feel like showing off, mastering the Portal Ledge is crucial if you want to tackle some of the mind-bending Challenge Mode levels. The Portal Ledge involves standing partway through a portal you've already deployed, and using it as a ledge to reach surfaces beyond the range of your actual location. You can literally use it as a ledge to jump through, or deploy another portal from inside it and edge your way toward a distant destination. The latter technique requires you to exit out of your original portal immediately after placing the second portal, to prevent you from exiting through it (quite possibly to your demise). Creatively utilized in this way, the Portal Ledge enables you to skip large parts of rooms. Why bother? Well, in some of the Challenge Mode stages, every little step you take can come between you and a gold medal. Intelligent use of the Portal Ledge will make those milestones all the more attainable.

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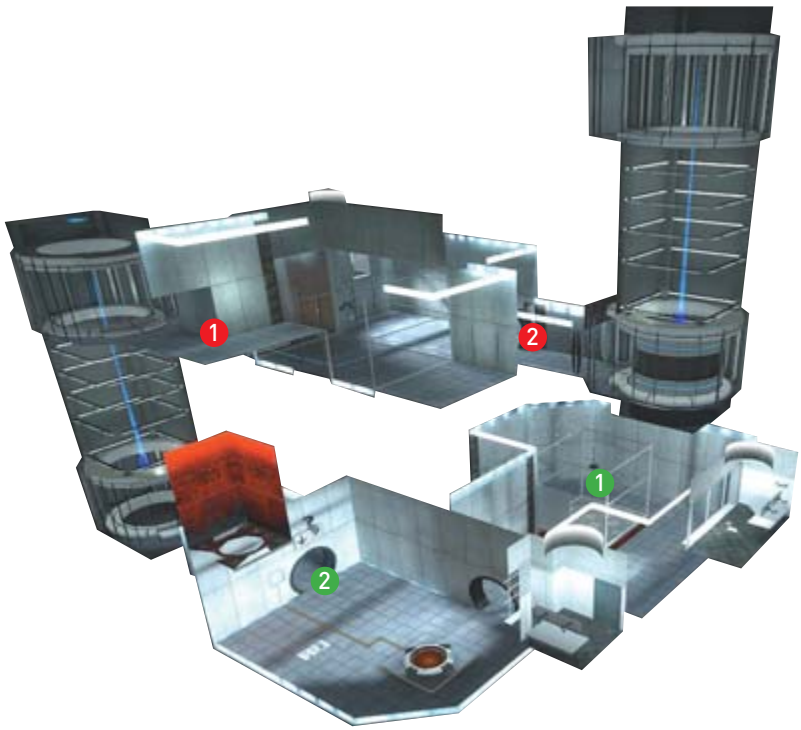
CHAPTER 1: TEST CHAMBERS 00—03

MAP 1

TEST CHAMBER 00

MAP LEGEND

1_TEST CHAMBER 00 START POINT
2_TEST CHAMBER 00 END POINT
3_TESTCHAMBER 01 START POINT
4_TEST CHAMBER 01 END POINT



You wake up in a cold, sterile chamber, completely barren save for a bed pod, toilet, and radio. You have no choice but to heed the call of the synthe-sized voice over the PA as it beckons you out of the orange portal.



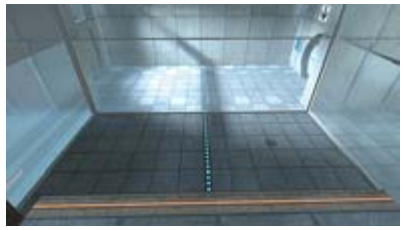


Walk through the circular door and into the next room. When you pass the large button on the floor, the Aperture Science Vital Apparatus Vent drops a Weighted Storage Cube at your feet. Pick it up by pressing **INTERACT BUTTON**, and drop it on the red button.

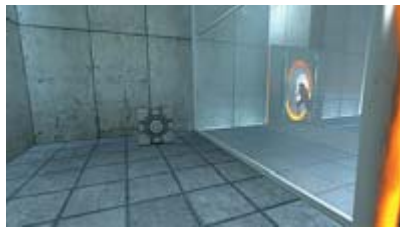
Head through the blast door that just opened, and proceed through the Aperture Science Material Emancipation Grid into the elevator. Congratu-lations—you have just solved your first puzzle in *Portal*. Rest assured that it will only get more challenging from here.



TEST CHAMBER 01



Exit the elevator and drop into the glass-enclosed chamber ahead of you. Turn 180 degrees, and you see a orange portal on the wall in front of you. The blue portal that is the orange portal's destination is alternating between three locations: the room to your right, which houses a red button; the room to your left, containing a Weighted Storage Cube; and the room behind you, which leads to the exit.



When you can see the Storage Cube through the orange portal, run through it, snatch up the cube, and exit back out.

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Wait till you can see the button through orange portal in the main chamber, then run in again, depress it with the Storage Cube, and leave once more.



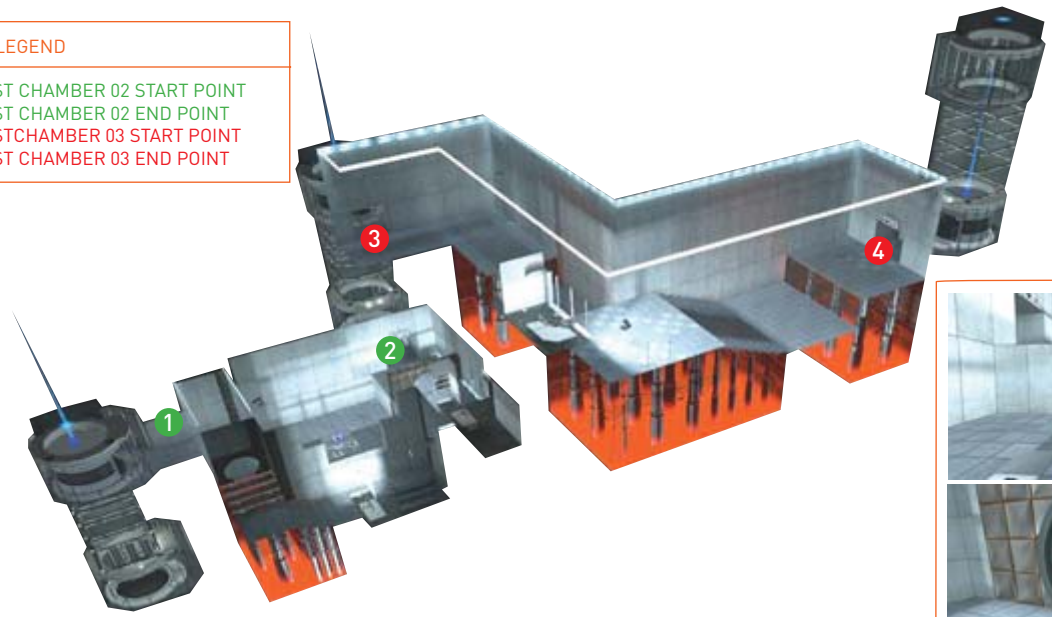
In a moment, you'll be able to see the exit door through the orange portal. Proceed through it, and you're home free.

MAP 2

TEST CHAMBER 02

MAP LEGEND

1_TEST CHAMBER 02 START POINT
2_TEST CHAMBER 02 END POINT
3_TESTCHAMBER 03 START POINT
4_TEST CHAMBER 03 END POINT



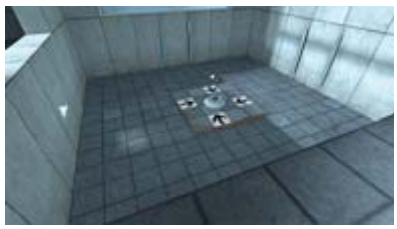




Turn right after exiting the lift and wait patiently for the blast doors to open. When you reach the bottom of the stairs, you should see a blue portal between two lightly illuminated metal bars. If you don't see it immediately, wait a moment, and it will pop up. Proceed through this portal.



Ignore the blast door to your right for now, after emerging through the orange portal You have to keep your eye on the prize: The Aperture Science Handheld Portal Device (AKA the portal gun) is in the pit below you, just off the edge of the surface you're standing on. Jump down and grab it.



Rejoice in the fact that you're now strapped with a half-functioning portal gun. Simply press **FIRING MODE 1** to place a blue portal anywhere you wish. Note, however, that it is not possible to deploy them on certain types of surfaces. You know the surface you're pointing at is OK when the outline of your oval-shaped reticle is filled in. Fire a blue portal anywhere within reach, then emerge through the orange portal that originally led you into this room. Turn right and exit the Test Chamber.

TEST CHAMBER 03



When you exit the lift, you're immediately presented with an impossible-to-jump gap. Luckily, there's a orange portal just beyond it. Fire a blue portal on your side of the gap, and walk through.



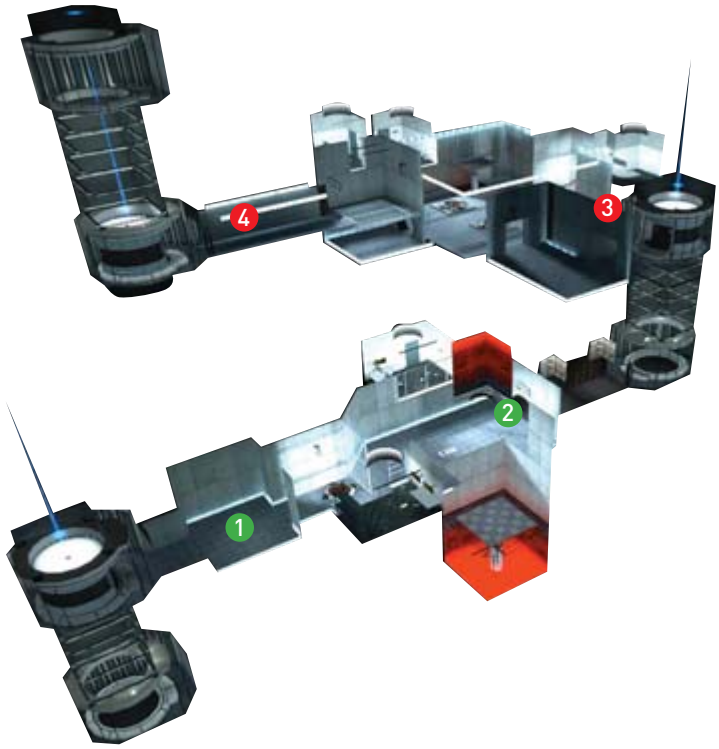
Upon emerging from the orange portal, you see another gap of similar size. This time, zap a blue portal at the far end of the gap, right next to the exit and walk back through the orange. Voilà! You've arrived at the exit! Now you're thinking with portal science.

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CHAPTER 2: TEST CHAMBERS 04—07

MAP 3

TEST CHAMBER 04



MAP LEGEND

1_TEST CHAMBER 04 START POINT
2_TEST CHAMBER 04 END POINT
3_TESTCHAMBER 05 START POINT
4_TEST CHAMBER 05 END POINT

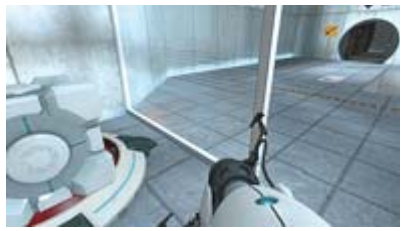


Walk past the red button after emerging from the elevator. You see a Vital Apparatus Vent suspended over a pit right ahead of you. Go there.





There's Weighted Storage Cube down in the pit, so hop into it, place a blue portal on the wall in front of you, and take the cube through it. You emerge through the orange portal that's adjacent to the button you passed on your way to the pit.



Place the cube on the button and proceed through the exit at the far end of the chamber. You've just solved Test Chamber 04.

TEST CHAMBER 05





Stroll down the hall into Test Chamber 05's main room. You see two buttons on the ground and two elevated platforms: one with a Weighted Storage Cube on it, and another with a orange portal on the wall behind it. Create a blue portal anywhere that's accessible, and walk through it onto the orange portal's elevated platform. You emerge facing the platform with the cube on it.

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Fire a blue portal at the wall behind the cube-bearing platform. Walk through, pick up the cube, and drop down to the ground. Place the cube on one of the buttons.




Drop into the pit that's directly opposite the sealed exit to this room. Fire a blue portal on a wall of your choosing, grab the cube that's in the pit, run back through your portal and off the elevated platform, and depress the second button. Proceed to the next room.



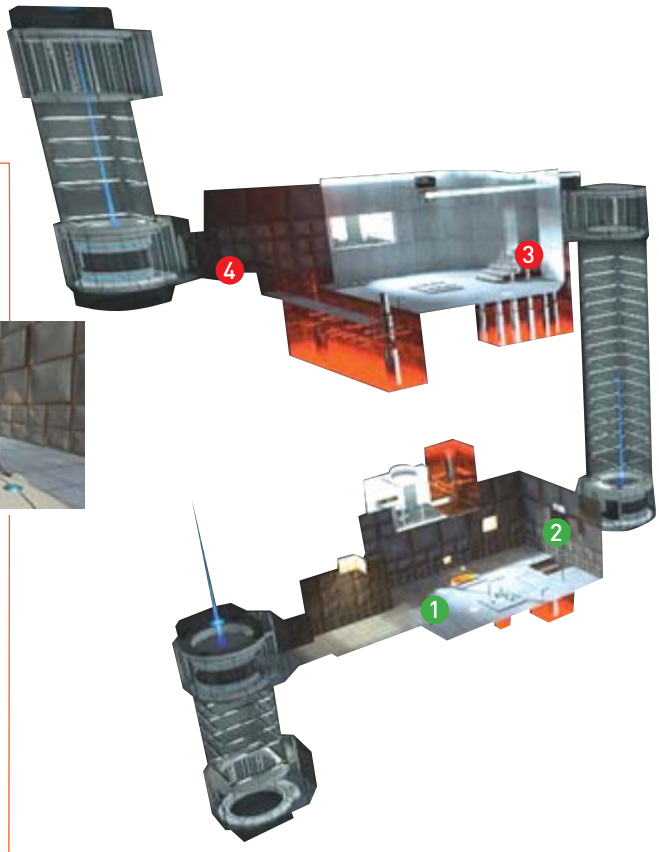
You notice an orange portal above the glass ceiling in this room. To reach it, place a blue portal anywhere you wish. Run through it, and you're done.

MAP 4

TEST CHAMBER 06

MAP LEGEND

1_TEST CHAMBER 06 START POINT
2_TEST CHAMBER 06 END POINT
3_TESTCHAMBER 07 START POINT
4_TEST CHAMBER 07 END POINT






Two curious devices greet you as you enter Test Chamber 06: a Ball Launcher fixed to the ceiling on your left directly above an inactive orange portal, and a Ball Catcher sitting on the ground to your right. The point of this room is to get the energy ball that the Launcher emits to make contact with the Catcher. To do this, fire a blue portal directly above the Catcher; the Launcher's ball travels through the orange, out of the blue, and into the Catcher's mechanical mitts. After doing so, move to the lift that you just activated, and proceed through the grid to the exit.

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CAUTION

Contact with the energy balls emitted by Ball Launchers results in a humiliating death. While there isn't much danger in Test Chamber 06, rest assured that you'll have plenty of chances to come into fatal contact with these deadly orbs. Proceed with caution, and remember: Weighted Storage Cubes can deflect them!

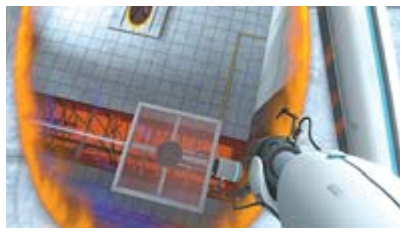
TEST CHAMBER 07



You encounter yet another Launcher and Catcher set when you enter Test Chamber 07. There's an orange portal directly beneath the ceiling-mounted Catcher. To get the ball into its maws, simply fire a blue portal on the wall to your right. The rebounding energy ball has thoughtfully charred the wall with the exact position it makes contact, so aim there.





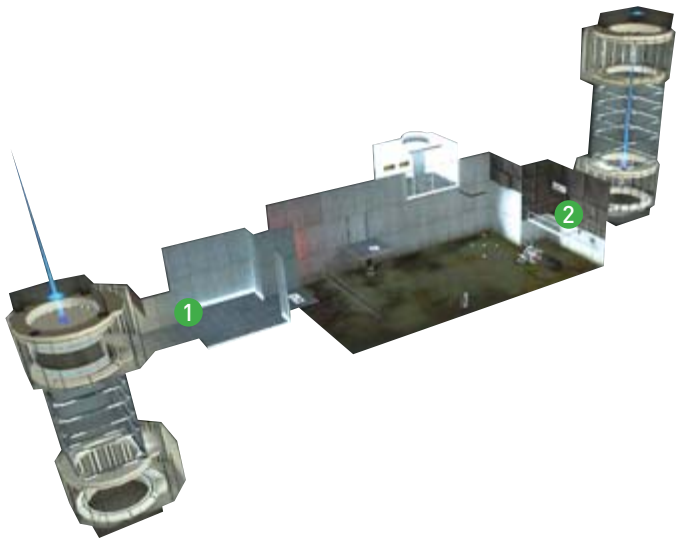


You've just activated the horizontal lift at the far end of the chamber. Deploy a blue portal directly above its starting position and wait till the lift returns. When you can peek through the orange portal on the ground and see the lift directly beneath you, jump through. Hop off it and onto the exit platform once you can reach it.

CHAPTER 3: TEST CHAMBERS 08—09

MAP 5

TEST CHAMBER 08



MAP LEGEND

1_TEST CHAMBER 08 START POINT
2_TEST CHAMBER 08 END POINT





You see a Ball Launcher to your left aimed at the far wall of the room when you enter Test Chamber 08. Your job is to coax the energy ball it emits toward the Catcher that's fixed midway along the long wall to your right. First, fire a blue portal toward the point on the far wall where the energy ball makes contact—note the charred spot. After it comes out of the orange portal to your left, place a blue portal on the left wall directly in front of the Catcher. The ball rebounds off the spot where the original blue portal was, flies into the orange, then out of the new blue portal into the Catcher. You have just activated the horizontal lift along the right wall.

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CAUTION

See all that goo on the ground? Try your best to avoid it—the goo is highly toxic and it kills you on contact. You're relatively safe in Test Chamber 08 (as long as you're careful getting on the lift), but you won't have that luxury elsewhere.







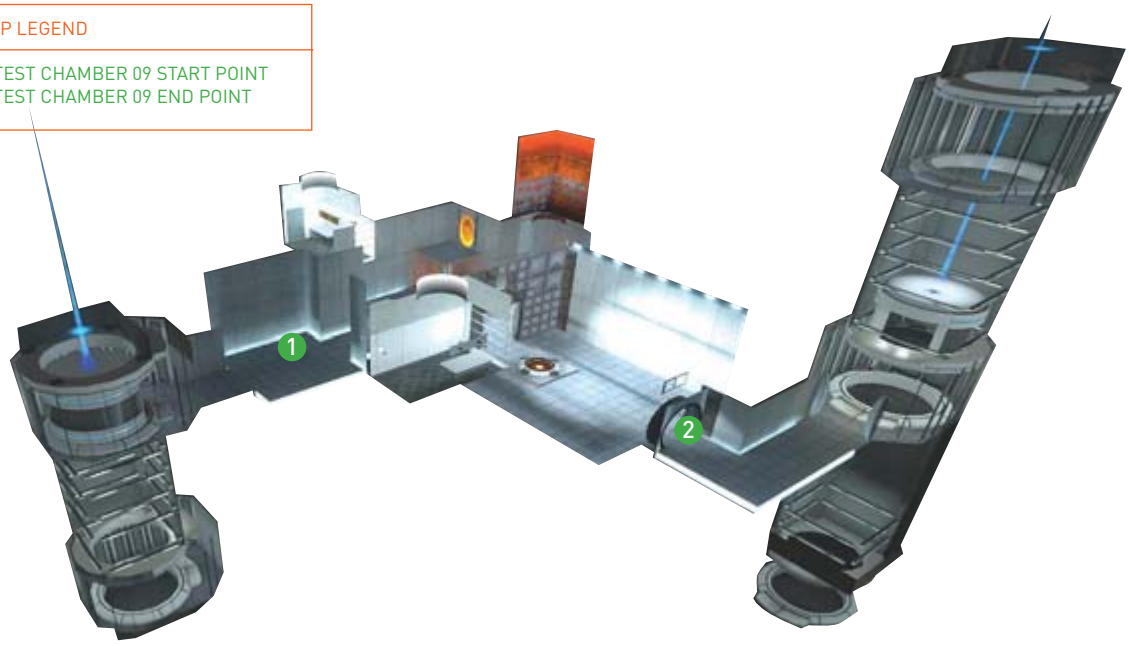
Now fire a blue portal anywhere that is accessible. Walk through it and onto the elevated platform in front of the orange portal. From here, deploy a blue portal at the lift's start point. When it arrives, back out through the orange portal and ride the lift to the exit.

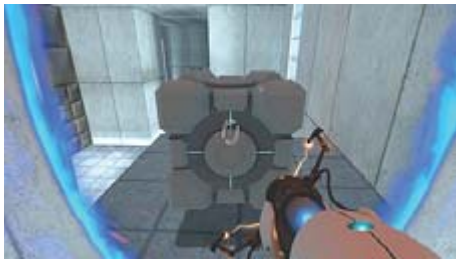
MAP 6

TEST CHAMBER 09

MAP LEGEND

1_TEST CHAMBER 09 START POINT
2_TEST CHAMBER 09 END POINT





Pay no mind to GLaDOS's assurances about this test being unsolvable—"she" is just trying to fulfill the psychological portion of Test Chamber 09's exercise. You have to get creative, however, since you can't simply bring the Weighted Storage Cube through the Material Emancipation Grid without disintegrating it. Likewise, if you place a portal behind the grid and walk back into the main room, your portal will disappear. Here's how you meet the challenge: First, fire a blue portal directly below the Vital Apparatus Vent. Pick up the cube that's on the ground and bring it through the portal. You've just emerged from the orange portal atop the elevated platform to your left. Leave the cube near the orange portal—you're going to have to reach in and grab it momentarily.



Now walk through the grid, deploy another blue portal, and grab the cube. You have officially foiled Aperture Science's Material Emancipation Grid technology. Place the cube on the button and exit the chamber.

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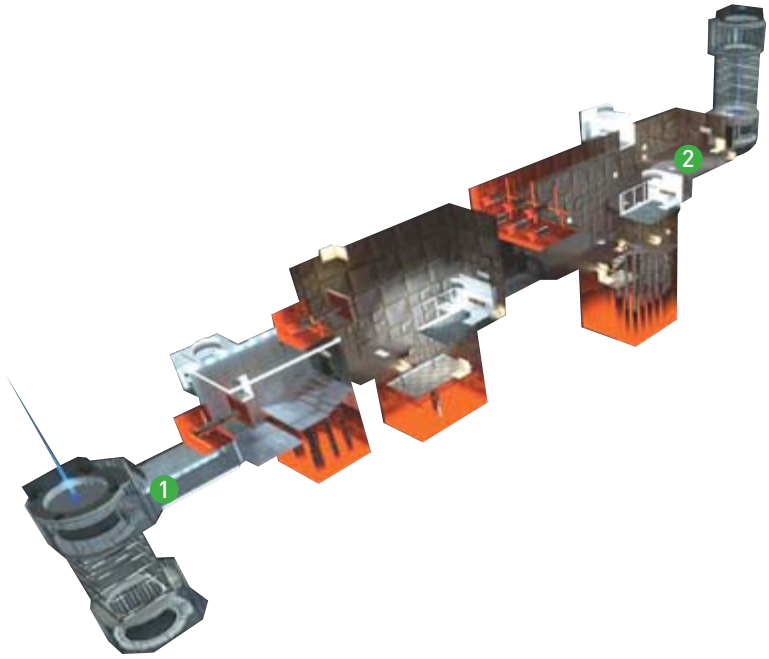
CHAPTER 4: TEST CHAMBERS 10–12

MAP 7

TEST CHAMBER 10

MAP LEGEND

1_TEST CHAMBER 10 START POINT
2_TEST CHAMBER 10 END POINT









The first thing you see upon entering is a series of steps leading up. Problem is, the first step is too high for you to climb. But that's OK—you have a portal gun. Fire a portal on either wall. Turn around and check out the orange portal that's directly behind you. Now walk through the blue portal you've just fired and fly out of this orange one onto the previously unreachable bottom step. Keep this technique in mind: You're going to employ it a whole lot more really soon. Move into the next room.







Don't be discouraged by the lack of portal-friendly surfaces in this room. Just walk to the ledge, and place a blue portal down in the pit. Just like in the previous room, there's an orange portal directly above the entrance, right behind you when you come in. Jump through your blue portal. Your downward momentum turns into forward momentum when you emerge from the orange portal. This technique is called "Flinging," and in this instance it has generated more than enough momentum to propel you across the chasm.





The next room is merely an extension of this exercise, albeit a very fun one. This time around, there's an orange portal in the pit. Turn 180 degrees from the entrance, and fire a blue portal at the top of the T-shaped, piston-driven panel after it fully extends. Jump through the orange portal in the pit and fling yourself to the next ledge.





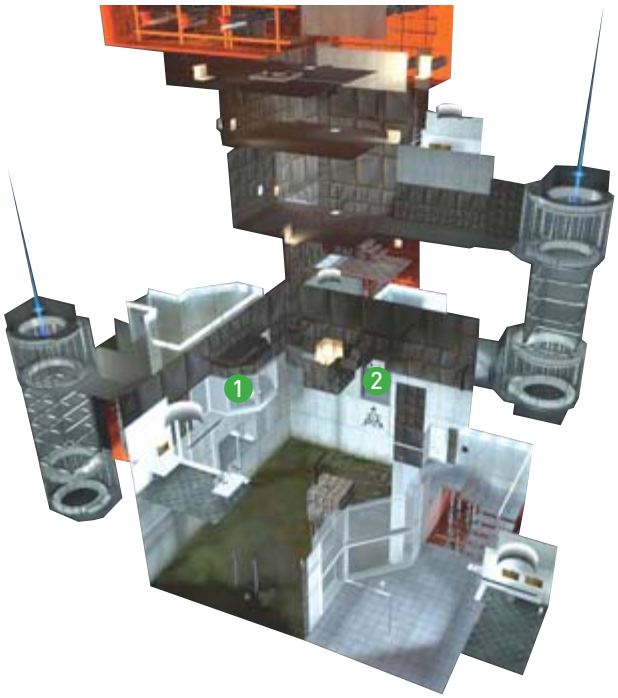
On this ledge, there's a second piston-driven panel extending even farther out behind you. Aim a blue portal at its center, jump through the orange portal in the pit, and revel in the farthest, fastest fling you've yet experienced. The exit is right before you.



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MAP 8

TEST CHAMBER 11



MAP LEGEND

1_TEST CHAMBER 11 START POINT
2_TEST CHAMBER 11 END POINT







You've just entered a room with a series of stairs and a Ball Launcher at the far end wall to the left of where you emerged. Stand directly below the Launcher, and give yourself a good vantage point through the glass wall. You must to see the direction that the orange portal gun is facing, as well as the Ball Catcher on the opposite end of the chamber beyond the glass wall. When the orange portal gun is aiming in the opposite direction from the Catcher, place a blue portal on the point where the energy ball makes contact with the wall in the room you're in, again, look for the charred spot. The ball goes through the blue portal into the Catcher in the next room and activates the horizontal lift. Wait for orange portal gun to place a portal near the newly activated lift's destination on the far wall, then walk onto it.



Test Chamber 11 looks a little intimidating at first. The first thing you notice is the orange portal gun fixed to a rotating arm in the chamber below you, mounted on a platform that's surrounded by toxic goo. It will soon be yours! First, place a blue portal on the wall to your right. Cross into it *only* when you can see firm ground on the other end—since the orange portal gun is on a rotating arm, you may have to wait until it does a full cycle. You're looking for a room with a red switch.





When you see the switch, hop through, hit the switch, and fire a blue portal on the surface behind the panel that just retracted above you on the far end of the room. You should still have time to back out of the orange portal, but if not, just wait until it cycles to your position again.







The lift ferries you to your prize—the orange portal gun! Snatch it, and activate the switch just ahead of it. Fire an orange portal behind the retracted panel, and wait for the lift to come back. Once it takes you back to the wall, fire a blue portal, walk through, and proceed to the exit. Well done! You are now in possession of the fully realized Aperture Science Handheld Portal Device! You no longer need to be beholden to arbitrarily deployed orange portals. The power to fully distort spatial dimensions is now in your hands!

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MAP 9

TEST CHAMBER 12



MAP LEGEND

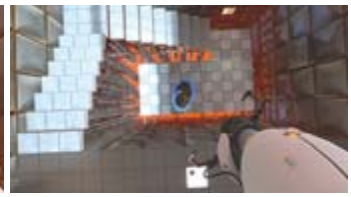
1_TEST CHAMBER 08 START POINT
2_TEST CHAMBER 08 END POINT



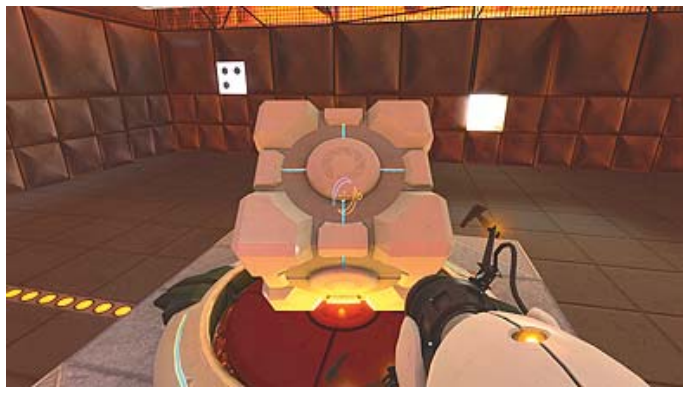

Ahead of you are a series of stairs. Don't descend them; they're just there in case you screw up, which you won't. Instead, fire an orange portal on the protruding panel right above the stairs. Now walk toward the edge of the room, drop a blue portal on the surface of the pit before you, and jump through it. Whee! You're going to have to do this again momentarily. Thankfully, Flinging never gets old.




Turn 180 degrees from where you land, and you see the orange portal you just placed. Aim for the other protruding panel just above that one, and replace your orange portal there. Jump into the pit again, and fly to the next platform.

Another quick 180 reveals yet another protruding panel right above a red button on the ground. This one is slanted upward. Get ready for some fun and aim your orange portal on it. Drop down a level toward the second ledge you reached, and dive into the blue portal that's still down in that pit. Double whee! You've just performed a "Wedge Fling," so named because of the inclined nature of the exit point. This maneuver send you farther, faster than regular Flings.



The Wedge Fling has propelled you to the last surface you need to reach, which houses a Weighted Storage Cube. Grab it, drop down to the level below you, and depress the button. Wedge-fling back up to where you found the cube and exit Test Chamber 12.

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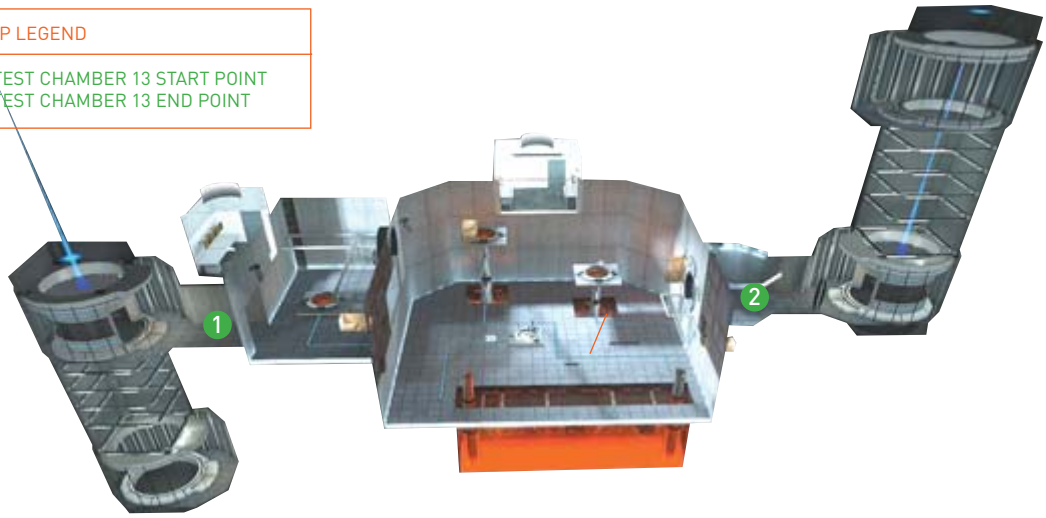
CHAPTER 5: TEST CHAMBER 13

MAP 10

TEST CHAMBER 13

MAP LEGEND

1_TEST CHAMBER 13 START POINT
2_TEST CHAMBER 13 END POINT








When you enter Test Chamber 13, immediately place your first portal on the ledge above you to your left, near the Weighted Storage Cube. Place your second one anywhere that is accessible and walk through it. Grab the Cube, exit your second portal or drop down, and place the Cube on the button. The blast door on the ledge is now open; proceed through it.




The first thing you notice in the next room is a Ball Launcher on the far wall. The Catcher is on the ground right below you. Place your first portal right above the Catcher, and your second on the blackened spot to your left where the energy ball hits the wall. The Catcher has been fed, and the horizontal lift to your right has been activated.




Place your first portal on the small stretch of suitable real estate midway through the lift's path. Your second portal can go anywhere, though it helps if you can peek through it. When you see the lift traveling below your first portal, jump through, grab the Weighted Storage Cube that's on it, and jump off with it in tow.




Now, place your first portal right behind the taller of the two elevated platforms—you can't see it from where you're standing, but that one has a red button on it as well. Place your second portal, grab the Cube, and go through. Lay the Cube on the button and take a breather, as you're halfway there.




Now, place your first portal above the second, shorter platform. Go in your second portal and land atop the red button. With your weight depressing the button, you don't need to go back into the first room to retrieve the Cube; simply place your first portal behind the open blast doors, retreat through your second, and you're at the exit grid.



NOTE

Advanced Chambers are modified versions of Test Chambers 13 through 18 that become available after you've completed the game. They've been tweaked to be much more difficult than their normal counterparts, so pay heed to the precise strategies provided here!

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TEST CHAMBER 13: ADVANCED




Test Chamber 13's advanced version hosts one key difference: There is no floor in the main room—in its place, there's a pool of poisonous goo. But worry about that later. There's no Weighted Storage Cube to hold down the red button in the first room, so to get through the blast doors, stand on the button, aim into the next chamber from under the mesh surface of the ledge above you, and place your portal above the taller elevated platform. Jump in to your second portal and land on the button.




Now, you're going to activate the Ball Catcher the same way as in normal mode: Place your first portal on the ceiling above the Catcher, and your second on the charred spot where the energy ball makes contact with the wall. The horizontal lift is now active.




Place your first portal on the stretch of portal-friendly surface that's midway through the lift's path, and jump into your second portal when you can see it below you. Pick up the Weighted Storage Cube, wait until the lift is at the end of its line, and leap across, Cube in tow, to the mesh ledge in front of the exit's blast doors. Be sure to give yourself enough clearance to make the jump.





Now comes the tricky part: Leap to the elevated platform that's closest to you (that is, the shorter of the two) from the blast doors' ledge, and don't forget the Cube. It may take a few tries to figure how much clearance you need, so it helps to quicksave your game on the ledge. Once you make it, lay the box on the button and place your first portal behind the taller elevated platform. Now hop onto it through your second portal. Stand on the red button.




With the blast doors open, aim your first portal on the surface behind them and run through your second portal. Congratulations! You've just completed Test Chamber 13 on advanced difficulty!

NOTE

Portal Challenges become available after you've completed the game, and they allow you to tackle Test Chambers 13 through 18 with a host of daunting restrictions. There are three types:

- **Portals**: Use the fewest portals possible to complete a Test Chamber.
- **Steps**: Take the fewest steps possible when completing a Test Chamber.
- **Time**: Complete a Test Chamber as quickly as possible.

While these challenges are strictly for the hardest of the hard core, we've provided strategies straight from the creators themselves to give you a boost. Apart from practice, discipline, dexterity, and timing, this is the most significant advantage you could hope for!

CHAMBER 13: PORTAL CHALLENGE STRATEGIES

TIP

Review advanced portal locomotion techniques such as the Fling, Floor-to-Floor, Portal Ledge, Double Fling, and Wedge Fling in the Advanced Placement Portal Science section in the Not Quite Rocket Science: A *Portal* Overview chapter.

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PORTALS

Goal: Bronze Medal
Portal Limit: 9 or less.
Strategy: Place two portals in first room, and two portals to activate the lift via the Ball Catcher. Use two more portals to get on lift. Jump to shorter platform with the red button via the exit door ledge, with Cube in tow. Use two portals to reach the taller platform and be sure to place one of them on the wall near the button. When the blast doors open, fire a portal through it and reuse the portal near the button to exit.

Goal: Silver Medal
Portal Limit: 5 or less.
Strategy: Use two portals to get the Cube to the button in the first room. Then use one portal to get it to the button on the taller platform. Jump to the low button, ignoring the Launcher and Catcher but avoiding the ball, and use two portals to get through the door.

Goal: Gold Medal
Portal Limit: 4 or less.
Strategy: Use two portals to get the Cube to the button in the first room. Use one portal on the wall near the taller platform. Take the first Cube to the taller platform and throw it to the button on the shorter platform (while remaining on the high platform). Use one portal to get through the door.

TIME

Goal: Bronze Medal
Time Limit: 0:40 or less.
Strategy: Place portals to get you to the first room from the elevator. Portal to the Cube and jump to the button in the first room. Portal to the button atop the taller elevated platform and take the first Cube with you. Activate the Ball Catcher quickly, get the second Cube, and portal it to the button on the shorter platform. Portal to exit.

Goal: Silver Medal
Time Limit: 0:30 or less.
Strategy: Skip the first Cube entirely and portal directly to the button. Then portal through door into the second room. Activate the Ball Catcher quickly, grab the second Cube and portal it to either the tall or short button-platform. Stand on the platform you didn't choose and portal through the door to the exit.

Goal: Gold Medal
Time Limit: 0:19 or less.
Strategy: Portal to first room from the elevator. Next, portal to the Cube and use it to activate the button in the first room. Portal to either of the button-platforms and take the first Cube with you. Ignore the Ball Catcher and jump to other button-platform while and avoiding the energy ball. Portal through door to the exit.

STEPS

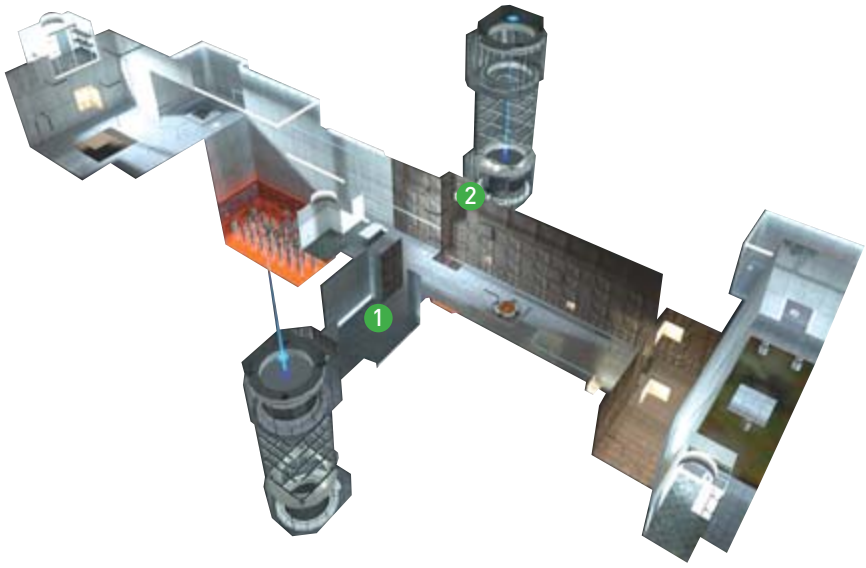
Goal: Bronze Medal
Steps Limit: 35 or less.
Strategy: Place a portal at your feet when you exit the elevator and a second portal on the catwalk. Grab the Cube through a portal and throw it onto the red button in the first room. Place a portal on the wall near the button on the taller platform. Jump through next to the cube. Portal the Cube onto the button on the taller platform. Jump to the shorter platform. Place a portal to the exit room. Jump to the elevator.

Goal: Silver Medal
Steps Limit: 25 or less.
Strategy: Place a portal at your feet when you exit the elevator, and a second portal on the catwalk. Grab the Cube through a portal and throw it onto the button. Place a portal on the wall near the button on the taller platform and another on the ground near the Cube. Fall into the floor and grab the Cube on your way. Place it on the button on the taller platform and fire a portal at your feel and another on the ceiling above the button on the shorter platform. Portal through the floor to the exit room and jump to the elevator.

Goal: Gold Medal
Steps Limit: 15 or less.
Strategy: Place a portal at your feet when you exit the elevator, and a second portal on the catwalk. Grab the Cube through a portal and throw it onto the button. Place a portal on the ceiling above blank floor in the second room and one on the ground near the Cube. Fall into the floor and grab the Cube on the way. Portal the Cube to the button on the taller of the elevated platforms. Place a portal at your feet and another on the ceiling above the button on the shorter platform. Portal Floor-to-Floor to the exit room. Keep on Floor-to-Floor bouncing and place a floor portal close to the Emancipation Grid. Hop out near the grid and run to the elevator.

CHAPTER 6: TEST CHAMBER 14

MAP 11 | **TEST CHAMBER 14**



MAP LEGEND

1_TEST CHAMBER 14 START POINT
2_TEST CHAMBER 14 END POINT

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As you exit the elevator in Test Chamber 14, turn left at the end of the hall. Some stairs emerge from the pit ahead of you. Climb them. After you reach the top, they retract. This is fine—that pit will come in handy momentarily. Walk past the Ball Catcher, and notice the Weighted Storage Cube atop the ledge. Since you can't place a portal on any of those surfaces, you have to place one on the wall opposite the Cube, near the observation window. Place your second portal at the bottom of the pit, and fling to the Cube.



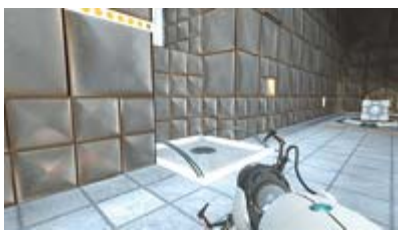
Now that you've got the Cube, walk back to a pit and climb down the stairs when they emerge. Place the Cube on the red button down the hall and enter the blast doors that just opened.




Beyond the door is a hallway featuring a goo pit with a stationary platform between two lifts that periodically ascend and descend. Ignore these for now, and aim a portal at the far end of the hallway. Place your second portal near you and walk through. Enter the room at the end of the hall.




You are now in disturbing proximity to a Ball Launcher and its lethal projectile. You no doubt want to get out of here ASAP, so place a portal on the charred spot on the wall where the ball makes contact. No portal trickery works in the goo-filled hallway this time, unfortunately. Just carefully jump from platform to platform, run back to the first room, go up the stairs, and place a portal on the ceiling above the Ball Catcher that you passed on your way to retrieve the Cube.



You have just activated the lift to the exit of Test Chamber 14. Vacate the premises at your leisure.



TIP

Advanced Chambers are modified versions of Test Chambers 13 through 18 that become available after you've completed the game. They've been tweaked to be much more difficult than their normal counterparts, so pay heed to the precise strategies provided here!

TEST CHAMBER 14: ADVANCED




The advanced version of Test Chamber 14 starts out the same: Simply walk up the stairs to your left after you enter the first room, or portal to it if you're in a hurry. The fun begins now.





Notice that you can't place portals on the surface opposite the Weighted Storage Cube. Fortunately, there's a much more fun way to get up to the ledge. Place your first portal at the foot of the Cube's ledge, and your second on the bottom of the pit that the stairs create when they retract. Jump through your second portal, and revel as your downward momentum propels you upward onto the Cube's ledge when you emerge through your first portal. This technique is called "Floor-to-Floor," in case you're taking notes. Grab the Cube, and run back to the first room.





Place the Cube on the red button and enter the blast doors. If you remember the normal version of Test Chamber 14, you know there was a series of platforms in the goo-filled hallway beyond the doors. This isn't so in advanced. Cross the hallway as you did in the normal version: Place your first portal at the end of the hall and your second opposite it on your end. It's important that you leave this second portal right where it is—it's going to be your only way back after you're done with this hallway. Now, walk through it and enter the Ball Launcher's room, being careful to avoid the energy ball.

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Place your first portal on the charred spot where the ball makes contact with the wall. Since you can't hop on the platforms over the goo to get back to the main chamber (because they don't exist in this advanced version of the map), wait until the energy ball travels through the portal you just placed, and follow it through. You emerge at the portal you placed at the end of the hall.




Hustle back to the Ball Catcher near the Cube's original location. Place your second portal over it, making sure that it isn't the one you placed in the launcher's room. When the Catcher activates the victory lift, you're good to go.



Portal Challenges become available after you've completed the game, and they allow you to tackle Test Chambers 13 through 18 with a host of daunting restrictions. There are three types:

- **Portals**: Use the fewest portals possible to complete a Test Chamber.
- **Steps**: Take the fewest steps possible when completing a Test Chamber.
- **Time**: Complete a Test Chamber as quickly as possible.

While these challenges are strictly for the hardest of the hard core, we've provided strategies straight from the creators themselves to give you a boost. Apart from practice, discipline, dexterity, and timing, this is the most significant advantage you could hope for!

TEST CHAMBER 14: PORTAL CHALLENGE STRATEGIES



Review advanced portal locomotion techniques such as the Fling, Floor-to-Floor, Portal Ledge, Double Fling, and Wedge Fling in the Advanced Placement Portal Science section in the Not Quite Rocket Science: A *Portal* Overview chapter.

PORTALS

Goal: Bronze Medal
Portal Limit:: 6 or less.
Strategy: Use two portals to fling to the Cube: one next to the observation glass, and one in the pit. Use two more to get across the goo-filled hallway. Use one portal in the Launcher room to teleport the ball and follow it out, making sure to leave the portal you placed at the opposite end of the hallway active. The last portal goes above the Catcher in the Cube's original room.

Goal: Silver Medal
Portal Limit: 4 or less.
Strategy: Use two portals to fling to the Cube, but don't use any to traverse the goo-filled hallway—hop across both ways instead. Use two more portals to activate the Ball Catcher.

Goal: Gold Medal
Portal Limit: 2 or less.
Strategy: Ignore all the puzzles in the chamber completely, and instead utilize the Floor-to-Floor technique (see Advanced Placement Portal Science in the *Portal* "Overview" Section) to hop onto the victory lift from the entrance passage. Place a portal on the ground near the lift, another deep into the stair pit. This should provide enough momentum to reach the exit grid.

STEPS

Goal: Bronze Medal
Steps Limit: 55 or less.
Strategy: Portal yourself near the exit lift taking as few steps as possible. Place a portal near the exit lift and a second one above the Ball Catcher. Walk through. Fling to the Cube's ledge, seize the Cube, and return to your portal near the Catcher. Use portals to return to the button, and place the Cube. Portal through the blast doors, and again across the goo-filled hallway. Now place a portal where the ball meets the wall, and travel through it back across the hallway. Place a portal above the Catcher. Finally, portal yourself onto the activated lift.

Goal: Silver Medal
Steps Limit: 20 or less.
Strategy: Portal yourself near the exit lift taking as few steps as possible. Place a portal on the floor near the exit lift, and another above the Ball Catcher beyond the pit. This should give you enough momentum to Floor-to-Floor onto the lift without solving any puzzles.

Goal: Gold Medal
Steps Limit: 10 or less.
Strategy: Portal yourself near the exit lift taking as few steps as possible. Place a portal on the floor near the exit lift, and another on the ceiling above the stair pit. Fall into the floor portal and place another portal on the floor of the pit as you fall through the ceiling. This provides you with enough momentum to Floor-to-Floor onto the exit lift without solving any puzzles.

TIME

Goal: Bronze Medal
Time Limit: 0:50 or less.
Strategy: Place portals to get you near the exit lift. Then portal yourself to the top of the stairs. Next, fling onto the ledge where the Cube is, and travel back to the button via portals. Portal through the blast doors and across the goo-filled hallway. Place a portal where the ball meets the wall and follow it out to the entrance of the goo-filled hallway. Place your last portal above the Ball Catcher, and wait for the victory lift.

Goal: Silver Medal
Time Limit: 0:20 or less.
Strategy: Portal to the victory lift, then to the top of stairs, making sure to leave a portal on the ground near the lift. Place a portal deep in the pit and jump through. Utilize downward momentum to Floor-to-Floor onto the lift.

Goal: Gold Medal
Time Limit: 0:10 or less.
Strategy: Portal yourself near the exit lift. Place a portal on the floor near the exit lift, and another on the ceiling above the stair pit. Fall into the floor portal, and place another portal on the floor of the pit as you fall through the ceiling. This provides you with enough momentum to Floor-to-Floor onto the exit lift without solving any puzzles.

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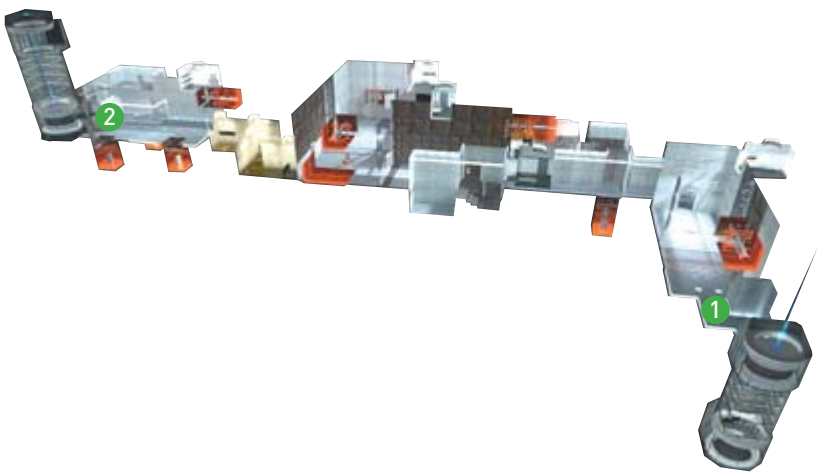
CHAPTER 7: TEST CHAMBER 15

MAP 12

TEST CHAMBER 15

MAP LEGEND

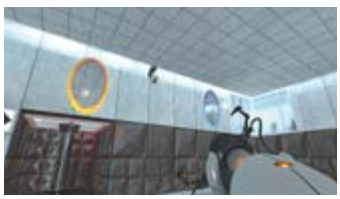
1_TEST CHAMBER 15 START POINT
2_TEST CHAMBER 15 END POINT







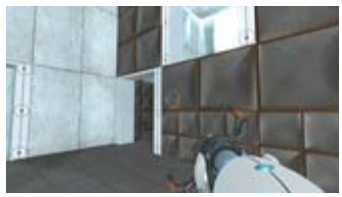

After you emerge from the entrance hallway, the first thing you see is a big old Material Emancipation Grid issuing from a wall that's too tall to jump over. No matter—you're going to execute a Double Fling over it! Turn 180-degrees and place your first portal on the protruding panel that's high up on the wall. Place your second portal anywhere that's accessible. Turn through it and replace it with another portal where you suspect you're going to land. You have just generated enough momentum to fly through the grid.

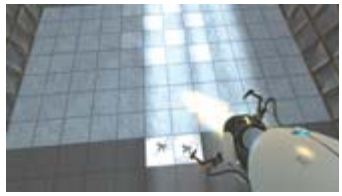



Two Material Emancipation Grids lie side by side in the next room, separated by a wall. Behind grid number one is a Ball Launcher; behind number two is a ball-hungry Catcher. Here's how you feed it: Place your first portal on the charred spot where ball makes an impact, and place your second portal about three wall panels to the left of it; use the inactive lift as a guide. The energy ball is now on its way through the grid containing the Catcher. Follow it in.



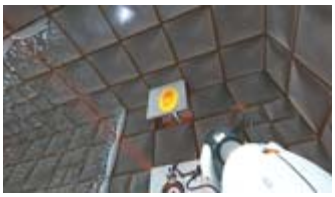
Once beyond the grid, fire your first portal on the far wall, and the second above the Catcher. This has just activated the lift. You are free to leave the room.




You are required to double-fling yet again in this next room. Place your first portal on the protruding panel directly above the entrance, then go into the room next to it and up the stairs. You have arrived before a small pit. Place your second portal here and jump through. As you're falling through your first portal, replace your second portal where you're going to land. Your second trip through the first portal gives you enough momentum to clear the grid.

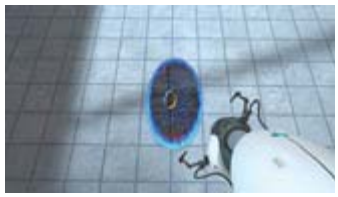
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Repeat this process in the next room: Place your first portal on the protruding panel that's above the Ball Catcher, and place your second one nearby. As you fly out of that high panel, replace your second portal where you're going to land. Fly through the first and over the grid.

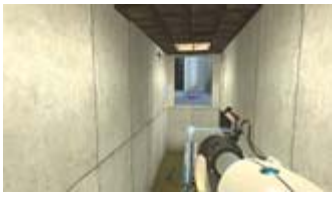


Dead center on the far wall of the next room are two protruding panels forming a sort of wedge. You want the energy ball that's coming from the previous room behind the grid to hit the panel on the right at just the correct angle to send it flying directly into the Ball Catcher. Here's how you do it: Place your first portal on the charred spot where the ball meets the wall, just opposite the left panel. Place your second portal on the exact same spot near the right panel. This will make it ricochet in the correct trajectory. To get out of this room you're going to have to double-fling again, so place your first portal at the highest point on the wall, right above the wedge panels. Place your second portal anywhere, jump through it, and replace it where you're going to land. You're now back in the previous room.



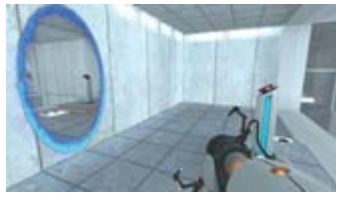





The Catcher activated the series of lifts that travel over the zigzagging goo-filled passage. To get to the other end, place your first portal on the first wall of the passage, as far as you can into the bend on the right. Place your second portal on the wall next to the entrance to the tunnel. When you can see the lift through your second portal, hop on and replace your second portal farther down the passage way. When the lift carries you back to the passage entrance, repeat the process, placing portals farther down the passage until you can aim at the ground of the room at the other end. Once it's visible, fire a portal there and jump through when it's safe—remember, the goo is highly toxic.



You are now in the last room of the chamber. Activating the lift that leads to the exit will require some split-second timing, so it may take a few tries before you get it right. Basically, you need to hit both of the switches in the elevated rooms to open the panel that's blocking the Ball Catcher. After it's open, you have to employ some portal tricks to get the energy ball into it.

Your first order of business is to hop on one of the lifts that lead to either of the switch rooms. You're going to have to activate both of them to open the panel that's blocking the Catcher. Once you're up, place your first portal in the *other* room, and your second portal opposite the switch in the room you're currently in. You should be able to see both switches from where you're standing. To buy yourself as much time as possible, wait until the energy ball dissipates before initiating the next step.



When you have a fresh ball, quickly hit both switches, and fire your first portal onto the protruding panel opposite the exposed Catcher. Aim your second at the charred spot where the energy ball touches ground. If your timing is right, the ball meets the Catcher before the Catcher snaps shut. The lift now descends and takes you to the next chamber.



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TEST CHAMBER 15: ADVANCED






The first room in Test Chamber 15's advanced version has fewer surfaces on which you can place portals. You'll see one on the ground when you enter, and one on the ceiling directly above it. Fire your first portal on the patch on the ceiling and your second on the ground. Before jumping, take note of protruding panel right above the entrance. This is where you aim as you're falling through the infinite portal system you've just created. Jump in, and fire your first portal wildly until you hit the protruding panel—you have all the time in the world.



When you're successful, you fling through the Material Emancipation Grid into the next room.



There's an extra Material Emancipation Grid in this next room that wasn't in its normal-mode counterpart—it emanates from the wall that separates the two that you're used to. Solving the Ball Catcher puzzle is a little trickier as a result: Place your first portal on the spot where the ball makes impact, and your second on the wall to the right of it, right beside the observation window. Follow the ball en route through the grid.




When you pass through the grid, fire your first portal on the wall directly ahead of you, and the second right above the inactive lift. It is now traveling toward the wall adjacent to the Catcher. Follow it behind the grid.




Now place your first portal on the ceiling above the Catcher, and your second on the wall ahead of you. This triggers the Catcher and activates the lift. Exit the room.




In the next room, place your first portal on the ground near the grid and your second in the alcove to the left of the entrance. There are no steps in that alcove on advanced mode, so you must use portal science. Be sure your second portal is positioned in a place that can get you atop the ledge. Now jump through your first portal.




You're now on the ledge. Position your first portal on the ceiling above the small pit, then jump out of the alcove and place your second portal at the base of the grid. You're about to do some fancy floor-jumping.




Jump through your second portal. As you emerge, replace your first portal on the ground where you're about to land—it helps if you keep aiming down. Since your first portal was originally positioned on the ceiling, the momentum should be enough to carry you through the grid as you fall through the ground. Don't think about it too much: Just be glad it works.






The Ball Catcher puzzle in this room is a whole lot trickier in advanced mode, but let's tackle first things first: Place your first portal on the protruding panel above the Catcher. Place your second right beneath your feet, and replace it on the ground right before you land after falling through. That was a most triumphant Double Fling!

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The headache-inducing wedge-panel puzzle can be surmounted very simply by the following instructions: Place your first portal on the panel facing the wedge to your left, where the ball bounces to after hitting the wedge. Place your second on the wall to the left of the wedge panel. Marvel as the Catcher puzzle effortlessly fulfills itself.





When you're done marveling, place your first portal directly above the wedge panels. Place the second at your feet, and replace it after you fall through to double-fling across the grid. Turn your attention to the newly activated lifts moving over the zigzagging goo-filled passage.











Treat this portion of the exercise just like you did in the normal version of Test Chamber 15: Place your first portal on the wall directly ahead of you when you're looking into the passage, and place your second just outside the entrance. Wait until the lift is accessible, then repeat the process until you can fire a portal at the wall in the next room. Take a break if you're getting agitated, as this next room is one of the most trying that you'll encounter.





In advanced mode, you can only place portals on the ceilings of the switch rooms, which makes solving the Catcher puzzle here much more challenging. Pick one of the switch rooms and get into it. You actually want the energy ball traveling toward the shut Catcher before you hit the switches, though, so place your first portal on the protruding panel opposite the Catcher and your second where the ball hits the ground. It helps to wait until the Ball Launcher spits out a fresh energy ball





Now aim a portal at the ceiling of switch room you aren't currently in. Once it's there, hit the switch in your room, aim a portal on the ground where you'll fall, and hit the second switch as quickly as you can. Precise timing rewards you with a descending exit lift.



Portal Challenges become available after you've completed the game, and they allow you to tackle Test Chambers 13 through 18 with a host of daunting restrictions. There are three types:

- **Portals**: Use the fewest portals possible to complete a Test Chamber.
- **Steps**: Take the fewest steps possible when completing a Test Chamber.
- **Time**: Complete a Test Chamber as quickly as possible.

While these challenges are strictly for the hardest of the hard core, we've provided strategies straight from the creators themselves to give you a boost. Apart from practice, discipline, dexterity, and timing, this is the most significant advantage you could hope for!

TEST CHAMBER 15: PORTAL CHALLENGE STRATEGIES



Review advanced portal locomotion techniques such as the Fling, Floor-to-Floor, Portal Ledge, Double Fling, and Wedge Fling in the Advanced Placement Portal Science section in the Not Quite Rocket Science: A *Portal* Overview chapter.

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PORTALS

Goal: Bronze Medal
Portal Limit: 23 or less.
Strategy: Use two portals to double-fling over the first Material Emancipation Grid. In the next room, use the bare minimum four portals to solve the first Catcher puzzle. You need three portals to get over the second grid when you go up the lift, and two more to get over the third grid. Solve the second Catcher puzzle with two portals, and use two more to get back over the grid. Use four portals to get into the final room, and four more solve final Catcher puzzle.

Goal: Silver Medal
Portal Limit: 21 or less.
Strategy: For a Silver Medal, follow the strategy provided for Bronze until you get to the last room. Here, instead of wasting portals to solve the Catcher puzzle, simply Floor-to-Floor to the exit lift.

Goal: Gold Medal
Portal Limit: 14 or less.
Strategy: For the Gold Medal, follow the Bronze Medal strategy until you reach the zigzagging passage with the poisonous goo. Instead of blowing six portals to traveling to and from the third grid to solve the Catcher puzzle, simply use the Portal Ledge technique until you can reach the second room. Use four portals to do this, and make sure that the last one you place goes on the ground beneath the exit lift. Use your last one to Floor-to-Floor onto the exit.

TIME

Goal: Bronze Medal
Time Limit: 1:45 or less.
Strategy: Treat the first room as you normally would, albeit quickly. Same with the second room, but know that if the ball bounces more than once on the Catcher side, you're in trouble. To shave off some time, don't bother with the lift—teleport past it after it's activated. Proceed as normal throughout the rest of the chamber, but be quick!

Goal: Silver Medal
Time Limit: 1:25 or less.
Strategy: Treat the first room as you did for the Bronze Medal, but you have to do the Catcher puzzle in the second room perfectly—not a single bounce on the Catcher side is acceptable. Teleport past the lift. Proceed as normal throughout the rest of the chamber, but in the last room, don't bother solving the puzzle; instead, Floor-to-Floor onto the exit lift.

Goal: Gold Medal
Time Limit: 0:54 or less.
Strategy: Proceed as you did for the Silver Medal until you teleport past the lift after the second room. In the next room, teleport through the floor near the glass wall to the alcove, then double-fling across the grid. Use the Portal Ledge technique to get through the zigzagging hallway, making sure to leave your last portal on the ground near the exit lift. Floor-to-Floor onto the exit when you're in the room.

STEPS

Goal: Bronze Medal
Steps Limit: 75 or less.
Strategy: You can easily achieve a Bronze Medal by using copious amounts of portals instead of walking, given all the portal-friendly surfaces in Test Chamber 15.

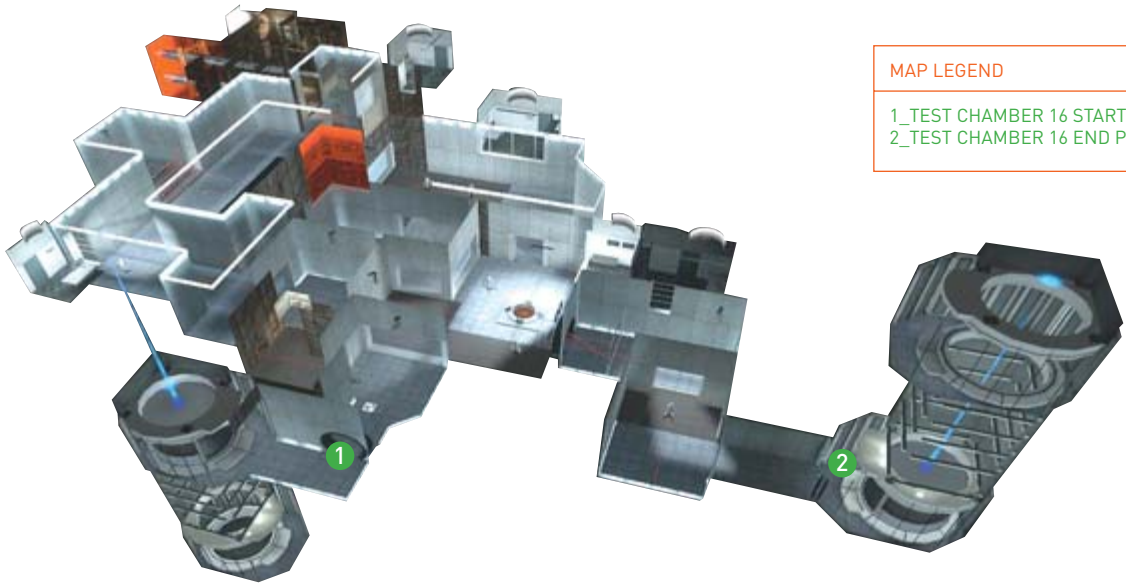
Goal: Silver Medal
Steps Limit: 65 or less.
Strategy: To shave off the ten steps required for a Silver Medal, double-fling at every opportunity. Otherwise, use portals in place of your feet.

Goal: Gold Medal
Steps Limit: 55 or less.
Strategy: The remaining ten steps can be eliminated by intrepid Double Flingers, and Floor-to-Floor travelers. Only walk when you have to, and when in doubt, use portals.

CHAPTER 8: TEST CHAMBER 16

MAP 12

TEST CHAMBER 16



MAP LEGEND

1_TEST CHAMBER 16 START POINT
2_TEST CHAMBER 16 END POINT

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CAUTION

Although they may talk sweetly, the stationary turrets you encounter in Test Chamber 16 mean serious business indeed! When they get you in their laser sights, it's curtains for you in just a few seconds. Luckily, there are a few ways to foil them. For one, their equilibrium leaves a lot to be desired, so you can simply walk into them and tip them over. They're also very susceptible to being knocked over by Weighted Storage Cubes. You can also pick a turret up if you manage to get behind one, so feel free to smash turrets into each other. If you simply can't avoid them, remember that Cubes block their fire.

When GLaDOS is done pontificating, the blast doors leading you into Test Chamber 16 open up. The first thing you see is a stationary turret facing away from you. Don't worry—they're only deadly if their laser sights are pointing at you. Just walk into it to tip it over.

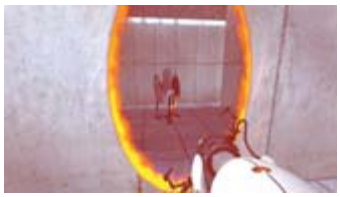






As you walk down the hall, you're greeted with a laser sight aiming straight in your path. Cross the threshold quickly, aim your first portal right next to the turret, and take cover on the other side of the threshold. Place your second portal on the wall here, walk through, and tip over the turret.





The next turret is down the hall, sitting atop some steps. Place your first portal behind it, and your second after you're back behind cover. Walk through and neutralize the turret.

Getting rid of the next turret puts you between some nasty crossfire for a few seconds, so work fast. You see some Weighted Storage Cubes jammed between the wall and a protruding panel to your left as you approach a glass wall behind the next turret. Grab them and keep them handy.







Now run quickly and turn left when you're in the turrets' line of sight. You can't place portals on the walls in this alcove, so look up at the ceiling, and aim your first portal at the conveniently marked "X." Retreat back to cover, place your second portal on a safe wall, and drop one of your Cubes on the turret's noggin.





Repeat the process for the turret placed opposite the one you just dispatched. There's another "X" on the ceiling above it; aim here, and slam a Cube on its head.





Move to the spot where the turret you just foiled stood. In the room that's now ahead of you, two turrets need taking out. There's no "X" marking the spot this time, though, so try your best to aim above their heads. When your first portal is open, retreat to the disabled turret's alcove, retrieve the Cube you used to kill it, and run somewhere safe. Open your second portal and drop the Cube on the first of the two active turrets.







Another Cube is just opposite the room where the disabled turret lies. Run there, retrieve the Cube, and bring it back with you to the safe alcove. Aim your first portal above the second turret, run back before you're under too much fire, and drop the Cube on its head. You now have a little room to breathe.

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The now-empty chamber leads into two other rooms—one with a red button and three turrets, and another with a bunch of Cubes stacked upon each other, plus a radio that plays *Portal*'s infectiously upbeat theme. Only one turret can harm you from the entrance to the button room, so take care of it first. Place your first portal above its head (note the "X" on the ceiling), and place your second on a safe fall. Seize a Cube, and bombs away!






The next turret, aiming squarely at the wall to your left, poses no threat. Simply tip it over. If you're feeling brave, you can do the same to the next one, but since its stationed back in an alcove, you're going to take some fire. If you want to play it safe, place your first portal on the "X" above it, and drop a Cube through your second portal back in the previous chamber. Now that the room is turret-free, place a Cube on the red button, and immediately take cover behind the wall adjacent to the blast doors—the open doors put you dead in the sights of the turret behind them.




The turret is behind a mesh partition, so just get in its sights for a second, and a fire a portal next to it. Place your second portal from behind cover, walk through, and tip the turret over.




The last turret is visible from here. Repeat the process: Place your first portal beside the turret, your second in the current room, walk through, and eliminate the turret. You are now free to exit Test Chamber 16.



NOTE

Advanced Chambers are modified versions of Test Chambers 13 through 18 that become available after you've completed the game. They've been tweaked to be much more difficult than their normal counterparts, so pay heed to the precise strategies provided here!

TEST CHAMBER 16: ADVANCED

There's only one real difference between Test Chamber 16's advanced version and its normal part, but it's a huge one: All the stationary turrets are encased in mesh cages. This means you can't tip them over. On the bright side, you *can* fire portals through mesh, so all hope isn't lost.





Get around the first caged turret by placing your first portal directly above it, and your second on a nearby wall. Walking through the second puts you directly on top of the turret's cage. Now fall off its right side, walk out of the alcove while hugging the wall. This allows you to avoid its laser sight.






Bypass the next turret by placing your first portal directly behind it and walking through your second portal. Turn left after you emerge, and repeat the process to avoid the turret atop the stairs: Place your first portal at the far wall ahead of you and your second one right next to you. Walk through.




You're now about to cleverly deal with the turrets arranged face-to-face. Since you can't destroy them to stop the crossfire, you're going to have

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to employ Weighted Storage Cubes to shield you from certain death. Grab the first Cube, and place it right in front of the turret closest to you. Work quickly to diminish your exposure to the one to your rear!

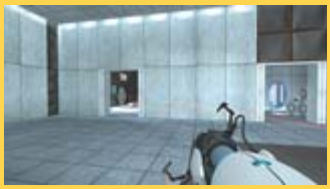


Now grab the second Cube, hit **CROUCH**, and edge your way toward the second turret. Muzzle it with the Cube, then turn your attention to the large chamber to your right.





The turrets in this room, fortunately, can be avoided pretty easily, but you have to work carefully once you're in there, or they'll quite literally bite you in the rear. Aim your first portal on the far wall opposite the glass partition. Place your second on the wall behind you and hop through. You've just emerged flanking the farthest turret, well outside of their V-shaped fire zone.





Next, place your first portal inside of the smaller room to your right—the one with all the Cubes. Place your second behind you and go through. You are now in close proximity to a bounty of Cubes.







Your goal is to get all those Cubes into the room you were just in. Fire your first portal outside of the nearest turret's line of sight; aim to the right of the observation window. Use your second portal to vacuum all the Cubes through your first by repeatedly firing it below them. Collect all the Cubes in this manner. When you have, follow them out through your portal on the ground.

Now stack two Cubes in front of the turret closest to you in your current room. You take a few shots in the process, but the cover you've created should keep you from dying. This allows you to build an ever-so-elaborate fort in the small room to your left without taking fire.







Place four Cubes, stacked two-by-two, on the entry to the small room to your left. Push all four toward the turret closest to you in that room. Grab two more and inch them close to the red button on the ground. You want them right at its base.







Now that you're relatively fortified, grab one of the Cubes that's blocking the first turret in the button room—one off the top, if you value your life—and place it on the button. Crouch while doing so to make yourself a smaller target. With the door now open, take a couple more Cubes and arrange them around the base of the button in a manner that will shield you from the second turret's fire. Remember to crouch while doing so.







Now fire your first portal through the open blast doors. While crouching, you have a vantage that allows you to work without coming into contact with the turret on the other side. Fire your second portal on the wall to your left. The turret opposite the one you're about to bypass has you in its laser sights through this portal, so move quickly and carefully. Make your way into it, and take cover behind the turret in front of you as soon as you emerge.

Turn a few degrees to your left, and fire a portal through the mesh. Fire your second one behind you, and back into it. You'll emerge flanking the last turret. Simply go around it from behind and evacuate the Test Chamber.

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NOTE

Portal Challenges become available after you've completed the game, and they allow you to tackle your Test Chambers 13 through 18 with a host of daunting restrictions. There are three types:

- **Portals**: Use the fewest portals possible to complete a Test Chamber.
- **Steps**: Take the fewest steps possible when completing a Test Chamber.
- **Time**: Complete a Test Chamber as quickly as possible.

While these challenges are strictly for the hardest of the hard core, we've provided strategies straight from the creators themselves to give you a boost. Apart from practice, discipline, dexterity, and timing, this is the most significant advantage you could hope for!

TEST CHAMBER 16: PORTAL CHALLENGE STRATEGIES

TIP

Review advanced portal locomotion techniques such as the Fling, Floor-to-Floor, Portal Ledge, Double Fling, and Wedge Fling in the Advanced Placement Portal Science section in the Not Quite Rocket Science: A *Portal* Overview chapter.

PORTALS

Goal: Bronze Medal
Portal Limit: 9 or less.
Strategy: Use two portals to get past the second turret, then simply pass the turret on the stairs. Use two portals to destroy first turret in the hall, and one to destroy the second. Reuse your last portal and teleport behind the pair of turrets in the next room. Use one portal to destroy the farthest turret in the last room. Then pick up the turret nearest to you and smash the one on the far right. Place a portal on the floor to teleport past the first mesh wall, and one more to teleport past the final one.

Goal: Silver Medal
Portal Limit: 4 or less.
Strategy: Pick up the first turret, and use it to smash the second and third ones. Physically smash both hall turrets with a Cube. Smash the turret pair in the large room with a Cube as well. Use two portals to destroy farthest turret in the smaller room to your left. Then pick up the nearest turret and smash the far-right turret. Use one portal on the floor to teleport past the first mesh wall, and one more to teleport past final one.

Goal: Gold Medal
Portal Limit: 2 or less.
Strategy: You have to save both portals to exit the Test Chamber past the final mesh wall, so build lots of Cube forts, and physically destroy all the turrets in your path.

STEPS

Goal: Bronze Medal
Steps Limit: 70 or less.
Strategy: You can easily take 70 or fewer steps if you use lots of portals instead of walking.

Goal: Silver Medal
Steps Limit: 55 or less.
Strategy: Again, make heavy use of portals instead of running, but be sure to smash the turret pair in the larger room before the button with Cubes. Portal directly from the button to the final room.

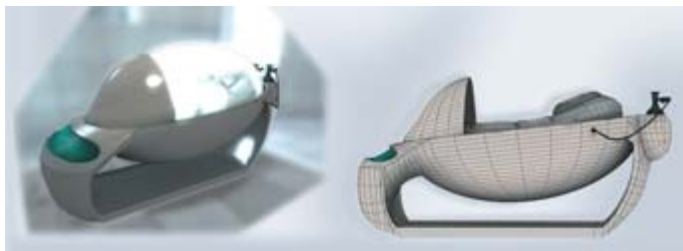
Goal: Gold Medal
Steps Limit: 40 or less.
Strategy: Continue your habit of portal-locomotion, but when you reach the area with Cubes blocking the prison, get on top of the horizontal piston using a ceiling portal. This allows you to stand with a portal around your waist and teleport around the Test Chamber without walking. Place your portals quickly to avoid being shot.

TIME

Goal: Bronze Medal
Time Limit: 1:10 or less.
Strategy: Portal past the first two hallways. Destroy the crossfire turrets with Cubes. Portal past the turret pair behind the glass wall. Drop the first turret in the room to your left on the one nearest it, then teleport behind the third turret. You can safely portal past the last two to the exit.

Goal: Silver Medal
Time Limit: 1:00 or less.
Strategy: Portal past the first two hallways. Drop a Cube on the first crossfire turret and use the other Cube to shield you through the next three. Drop the nearest turret in the button room onto the one closest to it, and jump behind the last one in the alcove. Portal past the last two turrets behind the blast doors.

Goal: Gold Medal
Time Limit: 0:52 or less.
Strategy: Portal past the first hallway. Same through the second, but make sure the first crossfire turret doesn't spot you. Run through the crossfire hallway and round the corner while hugging the glass wall. Pick up the first turret in the large room and smash the other with it. Pick up the nearest turret in the button room and use it to smash the one closest to it. Place one of the disabled turrets on the button and crouch behind it for cover from the alcove turret's fire. Portal past the last two turrets behind the blast door.



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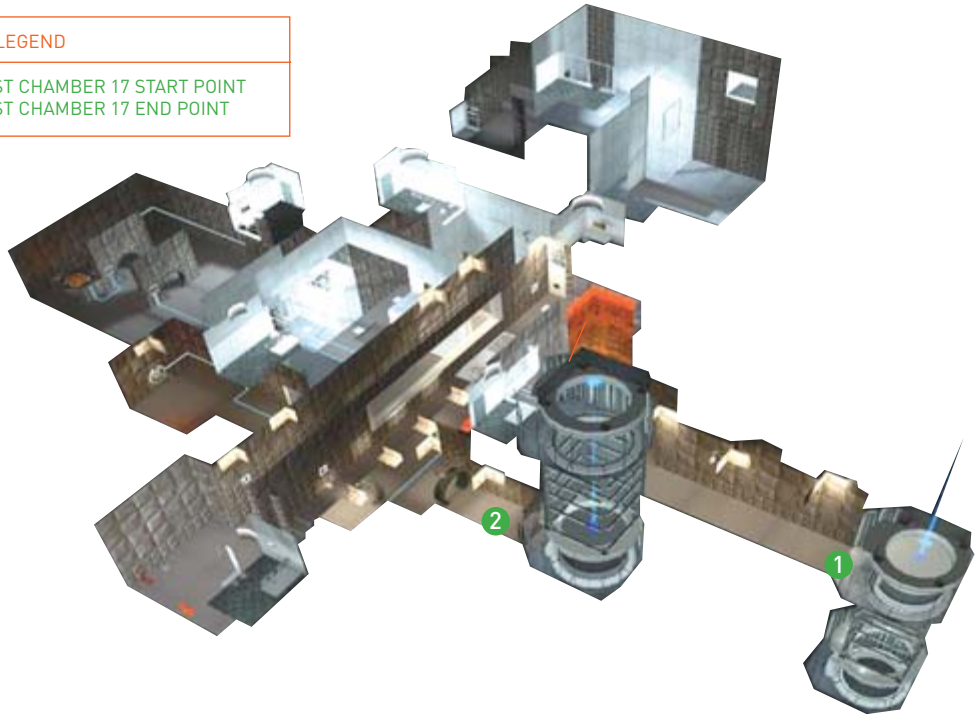
CHAPTER 9: TEST CHAMBER 17

MAP 13

TEST CHAMBER 17

MAP LEGEND

1_TEST CHAMBER 17 START POINT
2_TEST CHAMBER 17 END POINT





As you exit the elevator into Test Chamber 17, you see a Vital Apparatus Vent before you. When you approach it, it spits out a Weighted Companion Cube. For all intents and purposes, the Companion Cube is identical to any regular old Storage Cube, except for the hearts stamped onto every side. These indicate that you must nurture it; indeed, it's you're only friend in this cold, impersonal world. Pick it up and carry it with you. Just don't get too attached to it; some harsh realities await.



Proceed to the next chamber and use the Cube as a step to get you up the unreachable ledges. Don't forget to retrieve the Companion Cube when you're up top.



Walk down the long hallway with a Ball Launcher at the end of it, and hold the Cube in front of you—it deflects the energy ball that's flying on a collision course. Turn right, after you emerge from that hallway, and wait until the second Launcher shoots its ball. Follow it down the second hallway, again, holding your Cube in front of you to deflect the energy ball when it rebounds off the far wall.





When you exit the hallway, you see a room to your right with red button on the ground. Jump down there with the Companion Cube in tow. Skip that first button for now and place the Cube on the button that's elevated on a short pedestal at the rear of the room. Exit the room.



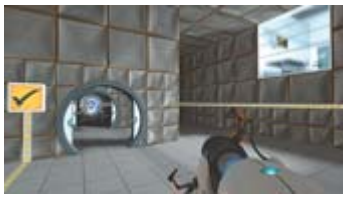


Get back up to the ledge that you dropped off of a moment ago by placing your first portal near the exit to the hallway, and your second on the protruding panel that's opposite the button room.



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Go to the spot at the end of the hallway where the energy ball makes impact. Place your first portal on the charred surface. Next, run out of the tunnel, jump off the ledge, and place your second portal on the protruding panel facing the button room. Run into the room and stand on the button nearest the entrance. The energy ball whizzes past you as it comes out of your second portal, so give it a wide berth. This activates the first of the three lifts in this main chamber.




To activate the second lift, get back up the ledge and run back to the first hallway. Aim your first portal at the hallway's far end, where the energy ball fired from the first Catcher you passed on your way in makes an impact. Make sure that the Launcher doesn't blast you from behind! Once the portal is set, run back to main the main chamber and place your second portal on the declined surface opposite the Catcher near the button room. Once it emerges through your second portal, the ball ricochets off the ceiling and into the Catcher's maws. This activates the second lift.



Go back into the button room and retrieve your Companion Cube. As you exit the room, you see another room to your right. Go in and prepare yourself for some risky business. A Launcher is very close to a Catcher in this room. The only way to complete the puzzle is to deflect the energy ball with your Cube. To do so, simply stand in energy ball's path, facing the Catcher. After some trial and error, the ball goes where it needs to. The Weighted Companion Cube won't be hurt, but you may be.



Solving the ball puzzle has activated the third lift. Portal back up to the top of the chamber and don't forget your Cube. With all three lifts activated, you're now able to get into the final chamber. Prepare yourself for a tearful farewell.



When you travel down the hall and up the steps, you see a red button on the ground. Depress it with the Cube and travel beyond the blast doors.




That thing you just passed en route to the switch you see at the end of the hall is an incinerator. Bet you can guess what's coming. Hit the switch. The incinerator's grate is now open. You know what you have to do.



Don't worry, nothing will happen if you retrieve the Cube from the button and drop it into the incinerator. Nothing, except murder! Just kidding. Remember: It's just a Cube. On the bright side, you'll have plenty more chances to incinerate deserving inanimate objects in due time. Incinerating the Weighted Companion Cube unlocks the exit doors leading out of Test Chamber 17.



NOTE

Advanced Chambers are modified versions of Test Chambers 13 through 18 that become available after you've completed the game. They've been tweaked to be much more difficult than their normal counterparts, so pay heed to the precise strategies provided here!

TEST CHAMBER 17: ADVANCED




You notice a big difference upon first setting foot in the advanced version of Test Chamber 17: the Weighted Companion Cube is, in fact, a Sphere, which presents some complications, the least of which is that it doesn't stay put when you set it down. Seize the Sphere after the Vital Apparatus Vent dispenses it, and use it to climb the unjumpable steps.

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Use the Sphere to shield yourself from the energy balls as you traverse the twin hallways to the main chamber. Notice it deflects the energy balls in a much more erratic pattern than the Cube did. This will cause you a couple of headaches later.







When you get to the main chamber, it's time to activate the first lift. The order is different from what you remember from normal mode, however. First, set the Companion Sphere aside somewhere you're fairly certain it won't roll away. Then place your first portal on the ceiling above the slanted protrusion opposite the Ball Catcher in front of the button room. Place your second portal where the energy ball makes contact with the wall in the hallway nearest to you. This activates the first lift.



Next, retrieve your Companion Sphere and go to the room below you to your left. There's a glass wall in between the Launcher and Catcher. This, compounded with the fact that your Cube is now a Sphere, makes solving this puzzle quite tricky. It ultimately boils down to trial and error (and possibly a few deaths), but it helps to crouch a few degrees to the left of the Launcher, and hold your Sphere at the point where the Launcher and Catcher meet at a right angle. Play with your positioning until you get it right. No one said advanced mode was going to be easy!



After you get the ball in the Catcher, make your way to the button room. It has changed quite a bit as well. There's no button near the entrance; instead, both of the buttons you need to depress to feed the Catcher are on either side of the second shuttered door. Place your Sphere on the right button (when your back is to the entrance) and exit the room.







Portal your way back to the first hallway leading into the main chamber, then aim your first portal where the energy ball impacts the wall. Place your second on the protruding panel facing the button room, same as you did in the normal version. Now go back to the button room and wait until the energy ball passes through the first open doorway. It helps to give yourself a good vantage from behind the right-hand button. When it's clear, remove the Sphere from the button; this traps the ball between both shuttered doors. Next, quickly place the Sphere on the left button to open the second door and allow the energy ball to reach the Catcher. You've just activated the third and final lift.

Exit the button room, portal yourself to the ledge on the main chamber, and don't forget your Sphere. Traverse the platforms created by the activated lifts, and proceed to the next chamber. You won't be incinerating your dear friend just yet, though; there's an all-new puzzle in Test Chamber 17's advanced version, and it's a killer.







Before you is a deep pit whose far wall is made of glass, with a rectangular chunk cut out of its center. Get ready to shoot some hoops, as it were. Place your first portal on the high on the wall above the entrance, then place your second in the pit, about a floor tile's width near your edge. Hurl the Sphere through, then dive in after it. Both you and your Sphere have flung to the other side of the pit.





Place your first portal on the suitable stretch of wall next to the threshold on the ledge, and tow your Sphere through your second. It is now time for the incinerator.







The Sphere's final service to you is to hold down the button that facilitates its annihilation. Set it down, hit the switch behind the door, and do your dirty deed. Although you know that the Companion Sphere's demise was not in vain, this doesn't make it any easier to take. However, you may find solace in the fact that you have just completed the penultimate advanced chamber.

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Portal Challenges become available after you've completed the game, and they allow you to tackle your Test Chambers 13 through 18 with a host of daunting restrictions. There are three types:

- **Portals**: Use the fewest portals possible to complete a Test Chamber.
- **Steps**: Take the fewest steps possible when completing a Test Chamber.
- **Time**: Complete a Test Chamber as quickly as possible.

While these challenges are strictly for the hardest of the hard core, we've provided strategies straight from the creators themselves to give you a boost. Apart from practice, discipline, dexterity, and timing, this is the most significant advantage you could hope for!

TEST CHAMBER 17: PORTAL CHALLENGE STRATEGIES

PORTALS

Goal: Bronze Medal
Portal Limit: 4 or less.
Strategy: Don't squander any portals getting down the twin hallways; use the Cube to deflect the energy balls instead. Place one portal in front of the second Ball Launcher and one more to the solve door puzzle in the button room. Walk back through these portals. Use two more to solve the wedge puzzle. Proceed as normal from here, using no additional portals.

Goal: Silver Medal
Portal Limit: 3 or less.
Strategy: Place one portal in front of the first Ball Launcher. Use the Cube to get through the twin hallways. Use one portal to solve the door puzzle, and one more to solve the wedge puzzle. Solve the puzzle in the close-quarters Catcher/Launcher room, and exit the chamber using no additional portals.

Goal: Gold Medal
Portal Limit: 2 or less.
Strategy: Place one portal in front of the first Ball Launcher. Use the Cube to get through the twin hallways. Use one portal to solve the door puzzle in the button room, and use this same portal to solve the wedge puzzle by deflecting the ball with the Cube. Solve the puzzle in the close-quarters Catcher/Launcher room, and exit the chamber using no additional portals.

STEPS

Goal: Bronze Medal
Steps Limit: 215 or less.
Strategy: Hop through the twin hallways to preserve steps. Leave one portal in front of the second Ball Launcher. Solve the wedge puzzle as normal. Hop back and place a portal in front of the first Launcher. Hop to the door puzzle in the button room and solve it. Hop to in the close-quarters Catcher/Launcher room and solve it. Hop to the exit.

Goal: Silver Medal
Steps Limit: 175 or less.
Strategy: Leave one portal in front of the first Launcher. Hop through the twin hallways to preserve steps. Solve the wedge puzzle as normal. Hop to the door puzzle in the button room and solve it. Hop into the close-quarters Catcher/Launcher room and solve it. Hop to the exit.

Goal: Gold Medal
Steps Limit: 150 or less.
Strategy: Leave one portal in front of the first Launcher. Hop through the twin hallways to preserve steps. Solve the wedge puzzle as normal. Hop to the button in the Cube puzzle and deflect the ball into the Catcher with the Cube. Hop to the in the close-quarters Catcher/Launcher room and solve it. Hop to the exit.

TIME

Goal: Bronze Medal
Time Limit: 2:20 or less.
Strategy: Carry the Cube through the twin hallways to the close-quarters Catcher/Launcher room and solve the bounce puzzle. Solve the puzzle in the red button room with the ball from the second hallway. Complete the wedge puzzle with the ball from the first hallway. Carry the Cube to the incinerator and exit the Test Chamber.

Goal: Silver Medal
Time Limit: 1:45 or less.
Strategy: Carry on as you did for the Bronze Medal, but stop where the first energy ball hits the wall and place a portal there. Carry the Cube to the bounce puzzle and solve it. Solve the wedge puzzle as normal. Complete the button room puzzle as normal. Carry the Cube to the incinerator and exit the Test Chamber.

Goal: Gold Medal
Time Limit: 1:27 or less.
Strategy: Carry on as you did for the Silver Medal, but when you complete the bounce puzzle in the close-quarters Launcher/Catcher room, set a portal for the door puzzle in the button room. Wait for the ball inside the room and trap it between both doors. Use the Cube to open the second door and activate the second lift. Set a portal for the wedge puzzle and carry the Cube to the final lift. Wait till it activates. Ride the lift halfway up, then jump to the ledge to shave off a few seconds. Carry the box to the incinerator and exit the Test Chamber.

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CHAPTER 10: TEST CHAMBER 18

MAP 14

TEST CHAMBER 18

MAP LEGEND

1_TEST CHAMBER 18 START POINT
2_TEST CHAMBER 18 END POINT





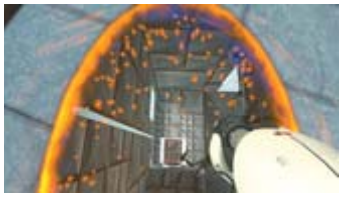

Test Chamber 18 is all about vast spaces. This is immediately evident when you exit the elevator. Time to get started: Place your first portal on the far end of the ceiling ahead of you, and then place your second anywhere that's suitable. Hop through and enjoy the fall.




Turn left when you land and fire your first portal on the high ceiling above the ledge before you. The second one goes on the wall of the goo-filled pit. Don't be scared to jump through.




Still more falling: Place your first portal on the tall ceiling above the elevated platform and the second down below your feet.

Do it again, but this time, aim your first portal at the stretch of wall *below* the protruding platform—fire level with the surveillance camera, if you need a guide. Place your second portal at your feet. You're used to this by now, right?






Next, reach the red button you see on the ledge ahead of you. This requires a Fling: Place your first portal on the protruding platform, and the next between it and the button ledge. Hop through and fly. Forget about the button for now, though—you've got some trials to endure before you can get through those blast doors. Hit the switch to power the piston holding the panel behind it and get into the next room.

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Before you are a whole bunch of turrets set precariously on a series of elevated platforms. They're only deadly if you come into contact with them, though, and you won't. The rotating Ball Launcher in the room's center is the key to getting rid of the turrets.







The turrets were thoughtful enough to mark the precise locations where you must place your portals to neutralize them: Just look at where their laser sights hit the walls. Take the turrets out systematically by placing a portal on each of these spots, and another where the energy ball makes contact with the wall—look for the four charred spots.



Bask in the tranquility of a turret-free chamber for a moment before turning your attention to the inactive lift. To power it, you're going to feed the Ball Catcher that's shut in by a panel on the wall behind you and to your left. First, place portal number one on the protruding panel at the far end of the room, directly opposite the Catcher. Place your second portal on the energy ball's next destination.




The moment the energy ball emerges from your first portal, replace it on the closer protruding panel—the one with the switch pinnacle in between it and the Catcher. Immediately place your second portal on the wall between the switch's pinnacle and the Catcher's housing. You should now see the switch through your second portal; run through and flick it. You have just activated the horizontal lift that runs through the chamber's center. Hop on it.





When it reaches the end of its line, jump off into the lower room. You've got some portal placement to do before you hit the switch at the room's threshold, though. Place your first portal on the left inside wall of the room. Now hit the switch and place your second portal on the protruding panel that's just been activated at the chamber's far end. Hop through your first portal and get ready for some quick movement.




When you emerge through the portal on the inclined panel, immediately bolt to your right and look down: Floating above the goo is a small square of portal-friendly real estate. Replace your first portal here and jump through. You are now flying high to your destination: The room above the one you were in a moment ago. Pick up the Weighted Storage Cube and hop on the lift. Get back to where you entered the chamber and leave the Cube somewhere safe.





You're done with this chamber now, so just take the lift back to the room below the one where you just got the Cube, hit the switch, and portal back to the entrance. The panel that the switch activates is the very same one that lets you out. When you're out, place the Cube on the red button, fire a portal on the ground before the blast doors and another on the platform below you, and hop through. Now proceed through the blast doors.

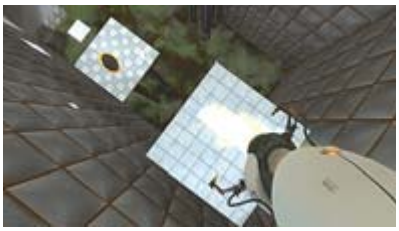



A series of elevated platforms suspended over a large pool of goo greets you in the next chamber. Each platform is taller than the next. They require a series of relativity-defying Floor-to-Floor maneuvers, so get ready for some madness. Place your first portal on the shortest of the platforms, and the second portal deep in the pit to your left. Jump in and marvel as the momentum propels you upward.

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As you emerge from your second portal, you should be in range of the next-highest platform. Place your first portal on the next platform, and your second where you'd land if you weren't going to continue bouncing.




After your third yo-yo, you see an inclined surface aimed at the exit. Place your first portal here, and your second where you'd land. Careen triumphantly into the exit.



NOTE

Advanced Chambers are modified versions of Test Chambers 13 through 18 that become available after you've completed the game. They've been tweaked to be much more difficult than their normal counterparts, so pay heed to the precise strategies provided here!

TEST CHAMBER 18: ADVANCED




This first section of Test Chamber 18 got a whole lot more complex in its transition to advanced mode, primarily due to the disheartening lack of portal-friendly surfaces. But don't let that deter you. To get started on your journey, place your first portal on the highest point on the entry point's wall. Place your second on the ground beneath your feet to fling across the first goo-filled chasm.




While you're in the air, quickly replace your first portal atop the second ledge—you have only a moment to do it, so be quick. When you land, fire your second portal on the wall before you and jump into it over the goo.




Things get real tricky now. Since all the surfaces above the next platform are off-limits to portals, you have to get creative. To the right of the pistons is a small protrusion that's only really visible if you look for it. Aim your first portal there. Place your second anywhere accessible and travel through it.




From the small protrusion, aim your first portal carefully to the tiny spot above the next ledge, visible in between the pistons that are holding up the platform. Place your next portal on the wall behind you and walk through.




The protruding panel above the next platform is just visible from where you emerge. Fire your first portal there and walk through your second, which you can place anywhere accessible.

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Leave your first portal on that protruding panel, and replace your second on the ground of the platform you just left. Jump through it and fling onto the next platform. Walk past the button, hit the switch that's beyond the threshold, and walk into the next chamber.



The advanced version of Test Chamber 18 is missing the rotating Ball Launcher in the room's center. The lift is active by default. Let the implications of this sink in for one moment, then get to work on the Herculean tasks ahead of you.





If you're assuming that you're going to have to physically tackle all those turrets in the absences of an exploitable energy ball, then you've guessed correctly. It's going to be very difficult, too. Start by taking out the easiest one—it's on the shortest platform in the room, to your right when you enter the chamber. Place your first portal high above its right flank, your second on a nearby wall, run through, and tip the turret over. Replace your first portal to swiftly split the scene before the fallen turret's brethren lay into you.



Next on your hit list is the farthest left turret—it's the one that's standing closest to the inward-facing protruding panel that you used to flip the Ball Catcher switch in the normal version of Test Chamber 18. Place your first portal right above said panel so as to be able to teeter on it when you emerge through your second portal, which you place anywhere accessible.




Once you're on the panel, replace your second portal at the border of the ledge below you—you want to leave the first where it is, since you're going to fling onto the turret's platform. When you've gathered the nerve, jump through. Your body's impact sends the turret careening into the goo.





Now eliminate the turret to your left atop the taller platform. Place your first portal as high as you can on the wall above it. Place your second portal somewhere where you can get a couple yards' running start—you need some momentum to make this tricky jump. Now leap in and plow through the turret, preferably without slipping into the goo in the process. Don't feel bad if you fail a couple of times, though. This is not an easy jump.




This last turret, as you probably realize, is extremely tricky. Place your first portal on the wall behind you, low enough that you can safely jump into it from your current platform. Aim your second high above the final turret—try to get it in between the light source on the ceiling and the observation glass.



Now, jump off of the platform, but don't aim to jump *through* your first portal; instead, try to land *on* it. More specifically, envision the portal as an extremely narrow ledge and attempt to stop the moment your feet make contact with it. It helps if you hit the wall and slide the last couple of feet.

From your artificial "ledge," you are now free to dive-bomb on the hapless turret. Thank your lucky stars that you're nearly done with this crazy chamber. Portal back to the entrance, and get ready for some Flinging.



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Hop on the horizontal lift and ride it to the low room at the end of its line. Hit the switch when you arrive, and fire your first portal on the slanted, protruding panel that it activates. Fire your second portal on the surface floating above the goo, below the room you're in. Jump through.







You're now Flinging quite the distance. Your trajectory takes you back to the surface that initiated the Fling; replace your second portal before impact, and fling yet again, this time to a high room containing the Weighted Storage Cube. Grab the Cube and set it on the lift. Hop down to the lower room, activate the switch to let yourself out of the chamber, and portal back to the entrance. Retrieve the Cube from the lift before leaving this chamber forever.



When you're outside, place the Cube on the button and portal to the blast doors. Take a breather—that last room was a monster!



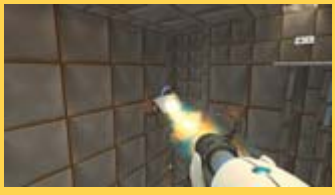


The Floor-to-Floor bonanza that is Test Chamber 18's final room has changed considerably in its transition to advanced mode. The key difference is that the elevated platforms periodically recede into the goo as you Floor-to-Floor from them, so your timing has to be spot-on. Place your first portal onto the shortest one, then place your second deep in the pit. Jump into it and begin the yo-yoing!









Proceed as normal by alternately placing new portals as you reach the higher platforms, and replacing old ones as you land on the ones you flew up through. Notice, however, that the platforms you leave behind sink into the goo after you emerge through the new ones. This means you have to get the puzzle right in a single try. After you fly through the final, inclined panel, you're home free! Congratulations! You have just finished the final Advanced Chamber!

NOTE

Portal Challenges become available after you've completed the game, and they allow you to tackle your Test Chambers 13 through 18 with a host of daunting restrictions. There are three types:

- **Portals**: Use the fewest portals possible to complete a Test Chamber.
- **Steps**: Take the fewest steps possible when completing a Test Chamber.
- **Time**: Complete a Test Chamber as quickly as possible.

While these challenges are strictly for the hardest of the hard core, we've provided strategies straight from the creators themselves to give you a boost. Apart from practice, discipline, dexterity, and timing, this is the most significant advantage you could hope for!

TEST CHAMBER 18: PORTAL CHALLENGE STRATEGIES

PORTALS

Goal: Bronze Medal
Portal Limit: 30 or less.
Strategy: Use two portals to get across the first chasm, two more to get up to the next ledge, and two more again to reach the one after that. Use two portals (one of which has to be on the floor of the nearby lower platform) to fling to the button. Use four portals to solve the Ball Catcher puzzle, and five portals to neutralize the turrets. Use three portals to fling to the Cube, and two more portals to get back behind the protruding wedge. Use two more portals to get to the open door, and six portals to Floor-to-Floor to the exit.

Goal: Silver Medal
Portal Limit: 25 or less.
Strategy: Use two portals to double-fling across the first gap. While in the air, place one portal on the floor on the next ledge, as in advanced mode. Use one portal to get up to the next ledge, and one portal to reach the one after that (since you already have one on the floor). Use two portals (one of which must be on the floor of the nearby lower platform) to fling to the button. Use four portals to knock over three of the turrets, and three portals to solve the Ball Catcher puzzle. Use three more portals to fling to the Cube, and two to get back behind the wedge. Jump to the open door, and use six portals to Floor-to-Floor to the exit.

Goal: Gold Medal
Portal Limit: 16 or less.
Strategy: Use two portals to double-fling across the first gap. While in the air, place one portal on the floor on the next ledge, as in advanced mode. Use one portal to get up to the next ledge, and one more directly above the one already on the floor. Drop through and in midair place one portal on the floor of the next ledge and Floor-to-Floor onto the button platform. After entering the large chamber, place one portal on the wedge and one portal on the lower platform to fling to the Cube. Use two portals to get back behind the wedge. Jump to the open door, and use six portals to fling to the exit.

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STEPS

Goal: Bronze Medal
Steps Limit: 150 or less.
Strategy: You should be able to achieve the Bronze Medal simply by playing through normally and being frugal about your steps.

Goal: Silver Medal
Steps Limit: 120 or less.
Strategy: You should be able to achieve the Bronze Medal simply by playing through normally and being frugal about your steps. Be efficient about portal usage by ensuring that you place them near ledges you'll need to drop from whenever possible.

Goal: Gold Medal
Steps Limit: 85 or less.
Strategy: To save yourself the last dozen or so steps, you'll have to wedge-fling into the room containing the Cube when you first enter the large chamber with the turrets and rotating Ball Launcher. Yes, this means you *can't* activate the Catcher, or kill the turrets.

TIME

Goal: Bronze Medal
Time Limit: 2:10 or less.
Strategy: You should be able to finish the challenge in under the allotted time without any special considerations.

Goal: Silver Medal
Time Limit: 2:00 or less.
Strategy: To shave off some extra time for the Silver Medal, don't bother killing all the turrets in the chamber with the elevated platforms.

Goal: Gold Medal
Time Limit: 1:12 or less.
Strategy: To shave the last 50 seconds off your run through, you'll have to wedge-fling into the room containing the Cube when you first enter the large chamber with the turrets and rotating Ball Launcher. Yes, this means you *can't* activate the Catcher, or kill the turrets.

CHAPTER 11: THE ESCAPE

THE ESCAPE

If you felt like the previous exercises were nothing more than deathtraps poorly disguised as scientific experiments, then prepare to be vindicated by Test Chamber 19. Do you smell something burning? You will soon.




First, you have to feed the Ball Catcher that you see upon entering the Test Chamber. Place your first portal on the inclined panel to the left, and your second on the one to your right. After the ball passes through your second portal, replace it anywhere that won't cause the ball to go in it again. The ball rebounds off the wall, onto the panel, and into the Catcher. This activates the lift you saw to your left when you entered the chamber.

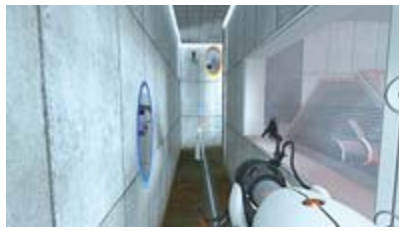



Move to the lift's start point, and place your first portal behind the mesh ledge you see behind the piston. Place your second anywhere that's accessible and cross through.





There's an alcove visible before you, next to a shut panel. Portal to it, and activate the switch that's inside it. This opens the panel blocking the lift's path. Place your first portal behind it, and your second in your alcove. You are now able to access the passage while the panel is shut. Wait till you can see the lift from your second portal and hop on.

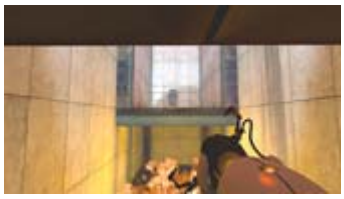


Once on the lift, it only takes a second before you're carried into hazardous proximity of a live energy ball. Place your first portal on the charred spot where it hits the cement wall, and your second portal anywhere that won't bring the ball into contact with you—the highest point on the wall ahead of you is a good choice.



Yet another hazard greets you around the next bend: a panel right smack in your path. In all her efforts to end your life, though, GLaDOS must have forgotten that you have a portal gun. Cheat death a second time by placing your first portal on the face of the panel, and your second just behind it. As you approach your first portal, inch backward till you're confident you can leap through it onto the lift as it passes by your second portal.

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Finally, the true purpose of the Aperture Science Computer-Aided Enrichment Center is laid bare: a pit of fire designed to dispose of both the unstable piece of hardware, and the test subject who's gleaned all its secrets. You didn't come this far to allow GLaDOS to incinerate you, however. When you get close enough to see the ledge behind the fire pit, aim your first portal at the wall behind it. Place your second just below on either the right or left walls, and jump through. Don't worry—your hydraulic knees can withstand the heat.





Pay no attention to GLaDOS's distraught ramblings. You're on your way out of this rat maze. Place your first portal on the highest point on the wall behind the ledge, and your second anywhere that's accessible. Replace your second portal as you're falling through your first to double-fling to the ledge across from the fire pit.





Take a second to look around your new environment. You're about to leave the sterile environs of the Test Chambers behind and delve deep into the rusty bowels of the Enrichment Center. The rules haven't changed, though—you're able to exploit space here just as effectively as you were in the Test Chambers. As luck would have it, though, the first set of stairs you encounter crumble as you set foot on them. No matter. Portal to the catwalk above you and proceed through the door.




At the end of the passage that's beyond the door, you encounter a locked chain-link fence. Portal through it and open the door behind it.





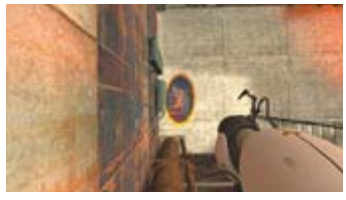
You've arrived at a room sandwiched between two enormous fans. Aim your first portal between the blades of either one, and your second down at your feet. Travel down the sloping passageway behind the fan and aim a portal on the wall behind the handrail ledge on the far end of the room. Place your second anywhere that's accessible and hop through.




Turn and face the direction from which you came. You see a narrow catwalk close to the other end of the room. That is where you want to go. Place a portal on the wall above its ample landing—use the fan's sloping passage as a guide. Place your second portal someplace that would allow you a decent running start and jump through. Turn left when you land and proceed down the catwalk. You can turn right and go through the door before you if you want to take a brief walking tour of a real Aperture Science office space. Some funny tidbits are there to be enjoyed.

When you reach the room at the end of the catwalk, place your first portal right above the downward-inclined ledge that's jutting out above you. Place your second portal anywhere that's accessible and go through.





You're now atop that narrow ledge. To your right from the ledge is the area you need to reach. You're going to have to fling to get there: Place your first portal high on the wall to your left, and your second on the ground of the first level. Jump through and fly.

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When you reach the end of the next room, you see a tube with a huge crack on it beyond the handrail—part of the network that enables the functions of the Vital Apparatus Vents, you can assume. Hop over the handrail and into the crack. Let the pressure propel you where it will.





Drop through the chute where you land and postpone your alarm for a moment: You have arrived at what appears to be another Test Chamber, but rest assured, you'll be out again soon. Stand on the red button that's behind the Material Emancipation Grid, and place a portal behind the open blast doors and a second one anywhere accessible. Teleport through. Proceed through the Grid and jump down into the empty elevator shaft.





When you land, place your first portal at the low ceiling behind the chain-link fence. Place your second on the floor of the elevator shaft and hop through. You may have to crouch to walk into the tiny space between the low ceiling and ground beneath it.





Crawl left, out from under the low ceiling. You see two vertical pistons. Wait till they descend and hop onto one. It elevates you above the ceiling you were just under. From this vantage, you can see that it is in fact a large concrete slab sandwiched between the ground and the actual ceiling. When you can see the top of it, replace your second portal on it. Jump off the pistons, run back under the "ceiling," and travel through to its topside.

There's a large horizontal piston adjacent to you now. Hop on and ride it to its destination—note the helpful graffiti guiding you. At the end of the short passage, you see a grated wall. Place your first portal here, and your second back on the surface from which you mounted the piston. It's unfortunate that you have to backtrack, but it's the only surface available. Hop through.



Your next portal goes on the opposite wall of the one you have just emerged from. Place your second where your last one was, and jump through it over the gap.







A series of enormous, vertically moving pistons populate the next room. Climb onto the one right in the center and fire your first portal into the end of the passage you see once it's fully extended. Hop off the piston, place your second portal on the ground level, and go through it.





Travel down the passage and jump off the declining ledge into the next room. Above you to your left is a horizontal piston; to your right are two vertical pistons. When the horizontal piston is retracted, it reveals a small stretch of portal-friendly surface above it. Place your first portal here. Place your second where one of the vertical pistons impacts the ceiling and go through it.





You have emerged atop the piston. Run across it toward the one adjacent, then jump to the light-colored cement surface ahead of you. There's a portal-friendly surface above you to your right, behind the chain-link fence. Place your first portal here, and your second on the cement ground. Teleport behind the fence.







Next, place your first portal on the high wall across the fence to your right. Make sure to get it right above the horizontal piston that travels below it. Place your second anywhere accessible. Wait till you can see the piston through your second portal before jumping through.





Your next step is to fling from the piston to the scaffolding that's opposite the portal you just came out of. Replace your first portal a few yards to the right of the one you just came through. Wait till the piston you're on

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reaches its end point before placing your second portal on the platform down below, then jump through. You've just flung onto the scaffolding.




Turn left upon landing, but don't enter the room filled with rapidly moving horizontal pistons. Instead, place a portal at the end of that room, and another on the wall behind you. Walk through to bypass that madness.




When you emerge, turn left, and wait till the two vertical pistons blocking you in the hall retract, and place a portal on the far wall. Place your second behind you and run in.





Just when you thought you'd had enough pistons for one lifetime, you walk into a room chock-full of them. It's almost over, so hang in there. Your goal is to place a portal on the floor of the room above, which surrounds this piston-ridden pit. You're going to have to gain some altitude to do this. Fire your first portal at the highest piston-supported point on the wall. Fire your next portal somewhere near you on the ground. Travel through. You are now able to reach the second-to-highest "layer" of pistons (the ones at the very top are too high to portal to). Replace your first portal someplace that would allow you to land on these pistons, and jump down to your second portal on the ground. Wait till the piston is fully extended before going through. Once you're on it, replace your first portal on the exposed ground before you. Work fast once you're on, though; when the piston fully retracts, you'll be back to square one.




When you emerge from the ground, look for an alcove from which a vertical glass tube is visible. Run into it, drop down onto the connecting horizontal tube, and travel down till you can see yet another tube below you. Drop onto it, walk a few yards, and crouch below the horizontal piston that intersects this tube from above.




Place your first portal right above the panel where the piston hits the wall. Travel back down the glass tube and place your second portal just below you on the suitable wall, near where you dropped in. Wait till you can see the piston is fully extended before jumping through, but be careful—the tube is suspended over toxic goo, as you may have noticed!

Run off the piston and down the passage ahead of you. It ends at a pit surrounded by handrails. Jump in!






Walk through the next room and into a chamber whose ground is composed of vertical pistons. They retract from under you when you step on them, dumping you into a room with shut panels on all four walls. Momentarily, these will open one by one, revealing turrets stationed behind them. Prepare for the fray by placing your first portal on the wall nearest you. Once the first turret chamber opens, scramble to place your second portal behind it or to its flank, then run back into your first portal and tip the turret over. Repeat the process till all four turrets are disabled. The last one is held in place by a mechanical arm above it, so you must hit **INTERACT** to physically pick it up to neutralize it.




The arm retracts once the last turret has been disabled. Place a portal on the small stretch of cement wall visible from the turret alcove and travel through to it. You emerge in a room with a couple of turrets; don't worry, they're duds, despite the working laser sight one of them has. Ignore the turrets and place your first portal behind the catwalk above you. Travel through.

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You emerge in a room with a section of glass tubing going through it. Place your first portal right above the spot where the tube meets the wall, and your second anywhere that's accessible. Run in and across the tube, then jump onto the marked catwalk to your left.




Circumnavigate the catwalk till you reach a small crawlspace. Inside it is a hole that's large enough for you to drop through. Doing so puts you right behind a turret. Tip the turret over, and the panel before you opens out, like a reverse-drawbridge into the next chamber.




You're going to wedge-fling onto the inclined ledge before you. First, place a portal on the panel that just opened out. Hop into your second portal to get atop the panel. From atop the panel, replace your second portal on the ground and jump through. This propels you toward the inclined ledge before you.

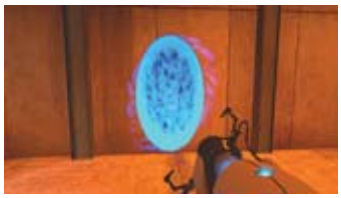



Travel down the hallway and through the Aperture Science office space. If you want a delicious cake recipe, read the information on the monitor that's behind the first door to your right. If you want to get straight to business, though, keep going to the end of the passage, make a left at the Emancipation Grid, and go through the door.




There's a switch to your left when you enter the next room, as well as an impenetrable (for now) glass before you. Hit the switch. This summons the Rocket Turret from the inactive pod behind the glass before you. When it wakes up, let it set its sights on you. When it beeps, know that a rocket is incoming, so strafe away. The rocket has shattered the glass. Hop into the Turret's side of the room, and repeat the process for the second glass. When your way is clear, dash through the room and exit out the door to your right.






The room at the end of the next hall presents a temporary dead end: a plate glass wall. But you've got the remedy for that. Place your first portal on the wall opposite the glass. Next, run back into the Rocket Turret's room, and place your second portal where its sight is aimed. Taunt it into firing, and watch the glass shatter.






Behind the glass, you see some helpful graffiti pointing to your left, toward a crawlspace that's just beyond your reach. Notice, though, that traveling through the glass tube above you is nothing other than a Weighted Storage Cube. You have to liberate it, and you have the means to do so. Replace your first portal behind the piston nearest the wall, opposite the glass tube. Run back to your second portal, and goad the Rocket Turret into shooting.




You are now in possession of a Weighted Storage Cube. Carry it to the crawlspace and use it to boost your way into the small gap. At the end of the ventilation shaft you've just entered, you see a fan. Aim your first portal between its blades. Travel out of the crawlspace, and place your second portal on a wall outside. Go through.





Replace your second portal next to the wedge-shaped ledge you see across from you. Walk through your first portal to reach it. Aim a portal at the wall on the far end of the chamber, to your right when you reach the end of this ledge, and travel to it. Turn right after emerging and move to the wall. A faded arrow points upward toward a tiny mesh grate on the low ceiling. Aim your first portal though this, and travel through your second into it.

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You have emerged in what may just be the Enrichment Center's sewage drain; note the ankle-deep goo, not deep enough to be lethal, but certainly sufficient to make you feel gross. Place your first anywhere on the level above you, and run through your second. Prepare yourself for an ambush of epic proportions.



The moment you set foot on the top level of this enormous chamber, you know that something is amiss. From all sides, shut panels open to reveal a multitude of stationary turrets hidden behind them. If you don't take cover soon, you're going to be filled with holes. Retreat to the nearest corner and gather your wits. Lucky for you, the situation isn't as bad as it seems. You're only in danger at first, when they take you by surprise. Simply take them out one by one. It's a cakewalk.





The last one you take out will most likely be the highest one. This is perfect: You need to get up to that room anyway. Simply place your first portal above its head, and your second anywhere near it. Drop in and say goodbye.







When you face out of that room, you're directly in front of a downward-sloping panel. Place your first portal here, and your second straight down on the ground beneath you. Jump in. As you travel out of your first portal, you have a direct shot at another downward-sloping panel—the one right above the alcove you were just in, in fact. Replace your first portal here, right as you're about to collide with it. This double Wedge Fling will propel you way up where you need to go.









You're now in a room that is way above the turret chamber. When you reach the back of this room, a pair of mechanical arms deploy two turrets directly before you. Run back behind some cover and place portals beneath their legs to foil them. Once they're disabled, place your first portal on the ground behind where they stood. Place your second way down on the ground level, where the turrets ambushed you. This insane Floor-to-Floor jump jettisons you to the room above the one you're in. Finally, place a portal behind the handrail you see high up ahead of you, and travel to it. You're about to have a nice, long talk with GLaDOS.



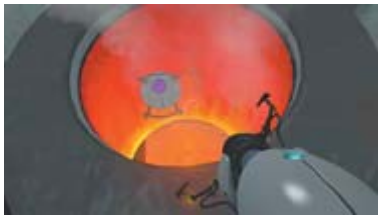
A series of long hallways and narrow catwalks leads you to your ultimate destination: GLaDOS's nest. She resides in the center of a circular room with an incinerator directly behind her, and the switch that activates it housed in an emplacement to her left. GLaDOS is mounted to a fixture on the ceiling, and surrounding her are a host of monitors displaying what you can presume to be the contents of her unhinged silicon brain. As you know, you're here to "kill" her. She's going to plead for her "life," but give her no quarter after what she's put you through!











GLaDOS immediately begins to spaz out when you approach her, dropping a spherical object on the ground near her. This is a singular component of the intricate system that makes up GLaDOS's damaged psyche. This means, of course, that you must incinerate it. Carry it to the incinerator behind GLaDOS's fixture, aim your first portal at the top of the stairs leading into the incinerator switch's emplacement, and your second on the wall next to you. Travel through, hit the switch, travel back, and dunk one quarter of GLaDOS's processing core into the flames below. You've just made her mad.

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As a result, she's just begun to flood the room with a deadly neurotoxin. Don't worry—it's not enough to kill you, but it does make you wonder what happened to Aperture Science's human staff, doesn't it? In any case, she's also enabled a Rocket Turret, so you have no choice but to use it against her. Aim your first portal just beneath one of the computer monitors, and your second a couple of yards beneath your first, near the ground. Goad the Rocket Turret to shoot into your second portal: This sends its projectile careening into GLaDOS.




The shock and horror has caused GLaDOS to expel a second piece of her core. It's landed right above a piece of piping. Retrieve it with your portals, and give it to the incinerator.








The Rocket Turret is back. Fool it into blasting GLaDOS again. The third piece of her core lands on her fixture, on what looks like a mesh net. Place your first portal on the wall opposite it. Next, run up the stairs onto the catwalk below GLaDOS's fixture, stand on the handrail, and fire your portal on the ground. Jump through, and fling to the net where her core is. Jump off and torch it.




Yet again the Rocket Turret emerges. Portal its missile to GLaDOS one last time. This last core is suspended in midair, held in place by what looks like a sort of tractor beam. Place a portal above and behind it, and another under GLaDOS's catwalk. Fling to the core and collide with it to bring it down. Whereas the other cores seemed somewhat personable (or at least informative, as with the previous one's cake recipe), this one is downright vile, grunting and snarling like a caged beast. Who knew GLaDOS was so multifaceted? Oh well. To the incinerator with it.



The deranged artificial intelligence is dead. For now, at least. After listening to the end theme, one could suspect that GLaDOS's personality was backed up somewhere. For now, though, you've earned a bit of a break from her.





After the pyrotechnics settle, you come out beneath a clear, blue sky. You're lying prone amid a suitable amount of wreckage, mind you, but never has the air felt so invigorating. From the looks of it, Aperture Science has been vacant for a while. In what state will you find the world once you've mustered the energy to rise from your groggy repose? Only time will tell.



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THE ART OF *PORTAL*

Test Chamber 13



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Turret relocation via Portal



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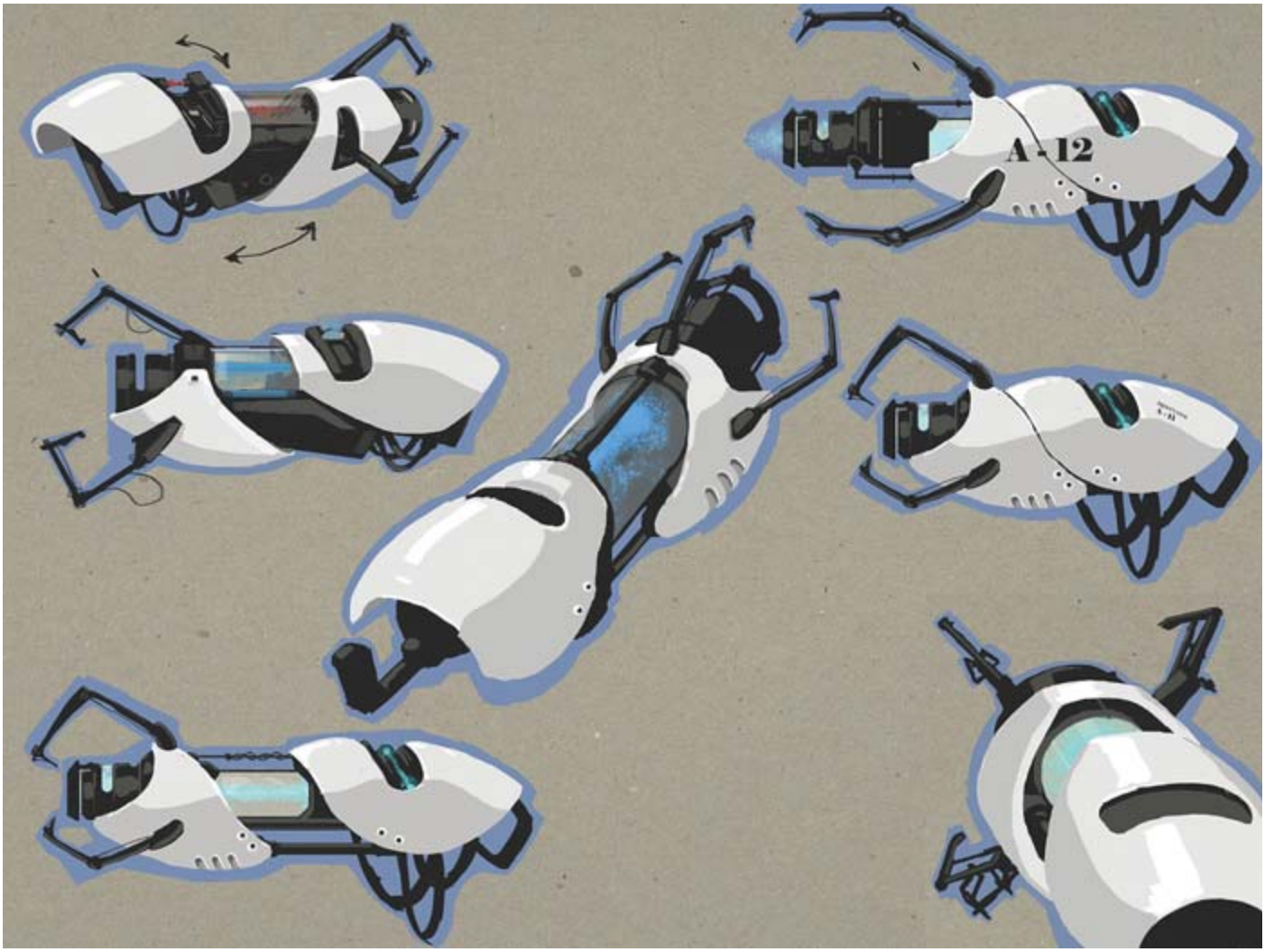
Detail of props in the player's chamber at the start of the game. Designed to fit *Portal*'s slick aesthetic, these distinctive items help the player recognize the chamber where they started after walking through a portal for the first time.

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Detail of the energy ball launcher and catcher that the player encounters at many points during *Portal*. Designed to look like a cohesive set, the devices activate lifts and unstationary scaffolds.

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Sketched concepts of the portal gun. The *Portal* team went through many iterations in the design of the device.

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The final design of the portal gun integrates the gravity-gun prongs and the clean lined monochromatic *Portal* prop aesthetic. The indention on the top of the portal gun, as well as the glass tube, display the color of the portal that you last shot.



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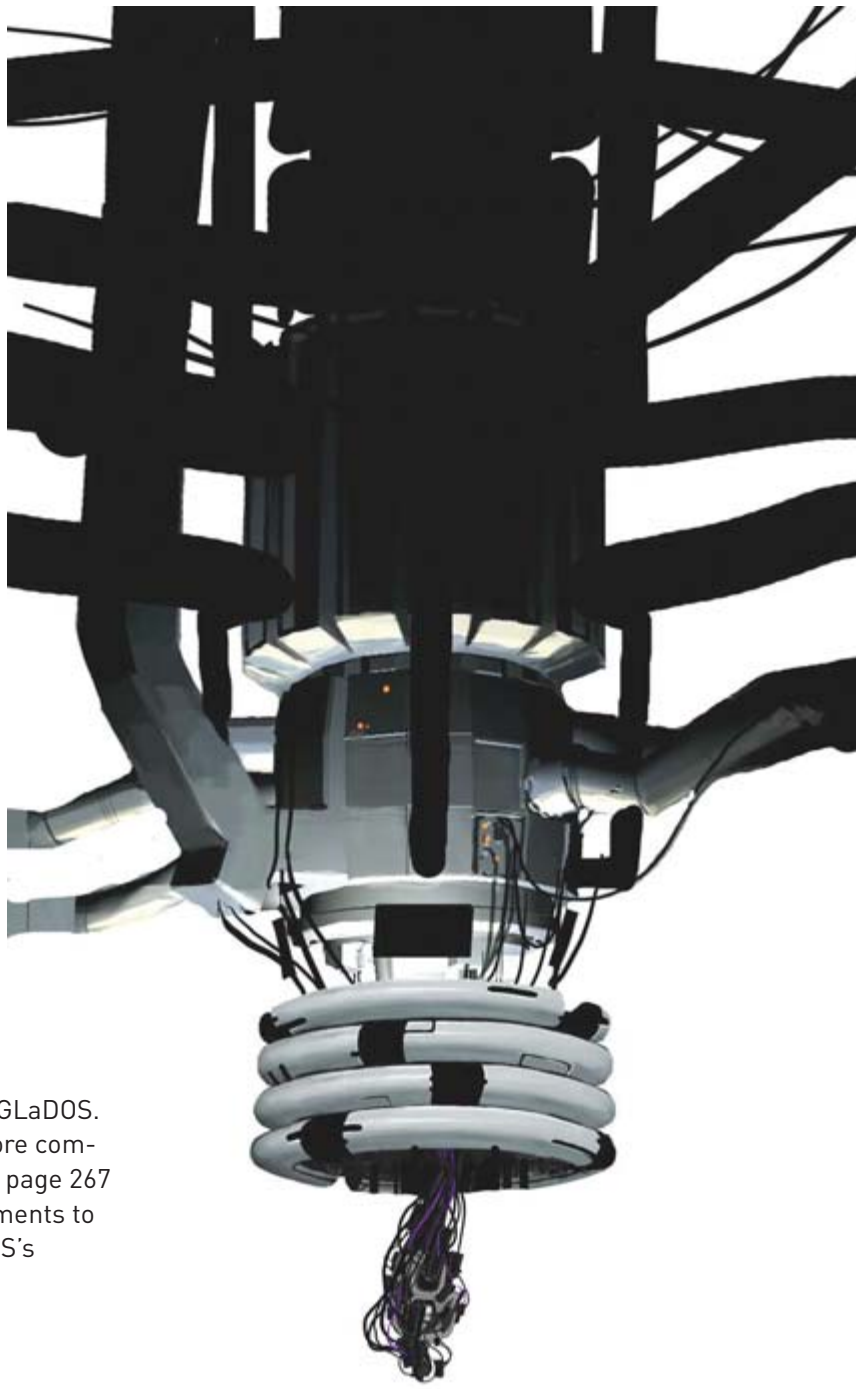
One of many concept studies for GLaDOS. As a central character in *Portal*, the design team wanted to build a space that brought a great deal of attention to her. GLaDOS' body is designed to look highly complicated and mechanical, yet, at the same time, feminine.

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As the *Portal* team evolved the design of GLaDOS, they incorporated a large disk into her form. Ultimately, the team felt that her form, as shown, was too small.

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A nearly final design concept of GLaDOS. The *Portal* team retained the more complicated body from the image on page 267 while incorporating the disk elements to represent each aspect of GLaDOS's personality modules.

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The cake is not a lie.

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WELCOME TO *TEAM FORTRESS 2*



Team Fortress 2 is perhaps the most unique multiplayer first-person shooter ever created—and after nine full years of development, it very well should be! Instead of pitting all players against each other in the old "kill-everything-that-moves" brand of deathmatch, *TF2* introduces a variety of innovative gameplay mechanics that reward players for implementing strong cooperative tactics, helping teams achieve victory over their rivals in incredibly fun and creative ways. The level of depth astounds, ensuring you'll be hooked on the game 'til the wee hours as you explore new and exciting ways of pummeling your foes.

The nine unique character classes featured in *Team Fortress 2* are what truly set the game apart from other multiplayer first-person shooter (FPS) titles. Rather than giving you control over a generic brute and turning you loose in a map full of weapons and various power-ups, you participate as a specialized operative in *TF2*, one who carries his own brand of weaponry, unique skill set, and colorful attitude. Each character class falls into one of three categories—Offense, Defense, and Support—allowing for players of all walks to find their niche in any team.

Then there are the maps. *Team Fortress 2* features six brilliantly designed battlegrounds, each one crafted to keep the action going at a frenzied pace, while at the same time ensuring that all character classes can be played to their utmost potential. The maps tailor the basic match rules to themselves, adding a true sense of individuality to each game. These intricate war zones keep the action feeling fresh, and you'll be hard-pressed to pick a favorite.

Though tailored to appeal to both FPS newbies and veterans of the series' first outing, *Team Fortress Classic*, *TF2* is an incredibly rich game, and many of its finer points take time to fully comprehend without a bit of explanation. Fortunately for you, this entire section of the guide is packed full of hardcore *TF2* info, including stats, tips, and strategies pertaining to all things *Team Fortress*. The fun begins with basics such as onscreen displays, controls and actions, and looks at the various match types, then moves on to in-depth looks at each individual character class. Overviews of all six maps round out this section, complete with labeled overhead views of each unique battlefield and strategic tips and tactics to help your team achieve victory on each one.

DEVELOPER COMMENTARY



We introduce a number of special Developer Commentary sidebars throughout this portion of the guide. These sidebars provide inside looks at the reasoning behind many of the decisions made during the development of *Team Fortress 2*. The commentaries come straight from the crew of talented, hardworking individuals who created the game you're currently enjoying. Choose to play with Developer Commentary turned on and listen to many more interesting insights from the *TF2* Dev Team.

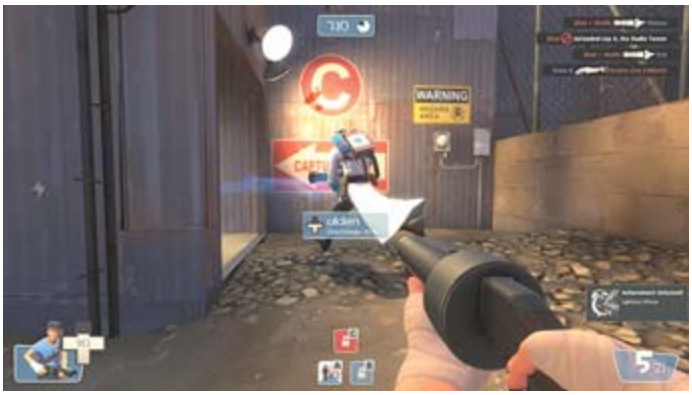
BASIC TRAINING



Fall in, cadet! You've arrived at basic training, where we whip newbies into shape faster than the Demoman can take a pull off his bottle. Digest all of this info before moving on to the advanced stuff.

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HEADS-UP DISPLAY



1. Timer
2. Kill Messages
3. Achievement Progress
4. Ammo Meter
5. Game Status
6. Target Info
7. Health Meter

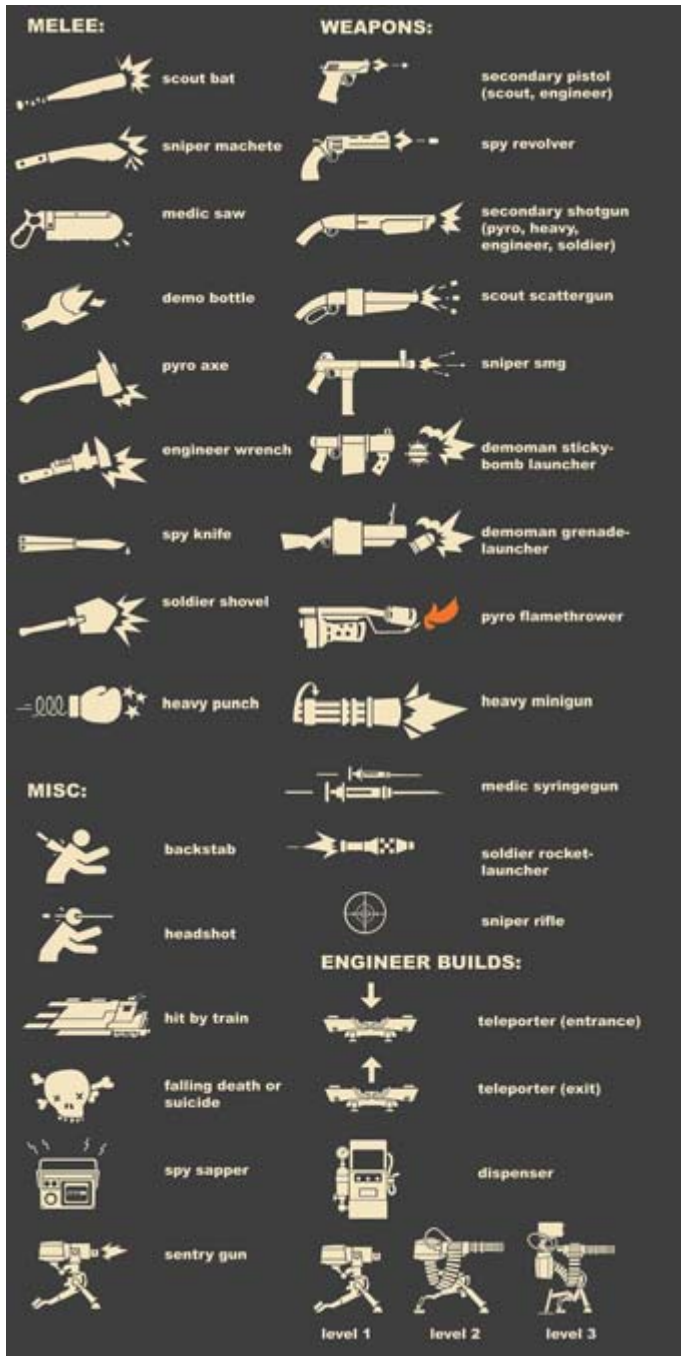
Everything that appears "stuck" to your screen is collectively known as the heads-up display, or HUD. These indicators provide you with various types of vital information pertaining to the current match. Learn to monitor your HUD closely to keep in touch with what's going on. Knowledge is power!

TIMER

If the match features a time limit, then the timer appears at the top of the screen to let you know how much time remains in the current round. If you're playing in Overtime or Sudden Death, this is indicated beneath the timer. See the following Match Types section for details on Overtime and Sudden Death.



KILL MESSAGES



Each time a character falls in battle, a message appears in the upper-right corner of all players' screens. The message informs everyone who killed whom and with what weapon. The first name in the message is that of the attacker, the icon in the middle shows which weapon was used, and the name that follows is of the player who fell. Names in these messages are color-coded to correspond with the teams.

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Other broadcast messages may also appear here, such as when players are dominating other players, when Control Points have been captured or defended, and so on. Pay attention to the broadcasts to keep informed about how the match is going.

ACHIEVEMENT PROGRESS

Like other games included in the Orange Box, there are a number of Achievements for you to meet in *Team Fortress 2*. Each time you make progress on or complete an Achievement, a message appears onscreen to indicate this. Satisfy all 17 Achievements in *Team Fortress 2* for ultimate bragging rights!



See the Achievements chapter at the back of this guide for complete lists of all Achievements.

AMMO METER

Your equipped weapon's ammo is shown in the lower-right corner of the HUD. The large number to the left tells you how many rounds are currently loaded into the weapon's clip, while the smaller number to right lets you know how many shots you have in reserve. Always reload your weapon whenever chance permits, such as between firefights. Seek out ammo pick-ups or weapons dropped by dispatched characters to replenish your reserves. (See the following Pick-Ups section for details.)



You're a sitting duck while reloading, so seek out cover whenever possible. When there's no cover to be had, strafe and jump about to dodge potential incoming fire.

GAME STATUS

The most vital information appears along the bottom of the screen, and you'd do well to pay close attention to these icons. The info shown here informs you how the current match is going, letting you know the status of the map's Control Points or Intelligence briefcases (depending on the type of match you're playing). These topics are discussed in greater detail in the following Match Types section.

TARGET INFO

Whenever you target a character, a small window appears just below your targeting reticle. This window displays the most pertinent information on the sighted character, showing you his name and current state of health. Other information may be detailed in small font at the bottom of the Target Info window as well; for example, when you target a Medic, the fullness of his ÜberCharge is shown by a percentage value.

HEALTH METER

Your current state of health is indicated by a white cross next to your character portrait at the screen's lower-left corner. The cross is a visual representation of your health: It drains as you suffer damage, eventually becoming red when you're near death. The value in the center of the cross indicates exactly how much health you currently possess. Collect health pick-ups or call for a Medic to replenish your health whenever it's low.



Depending on the class of character you're playing, special icons may appear on your HUD from time to time, such as the Engineer's building status and icons that point Medics toward teammates in need of healing. These special icons are addressed in the appropriate class sections.

DEVELOPER COMMENTARY

VISUAL ECONOMY



Map: Hydro
Commentary Node: 17/17

With nine classes of characters, and so many weapons and unique abilities, one of our biggest challenges was exposing all these combinations to players without overwhelming them. Even the short list of essential information is intimidating, including map goals, the whereabouts of their friends, who's shooting them with what weapon, and so on. We didn't have any way to make all of this information visual, so first we had to prioritize and come up with an essential list of things every player needed to know in order to just have fun. Information they could learn by playing the game, such as map layout, was of secondary importance. But there was also information, such as the Medic's Invulnerability Charge, that would be completely invisible unless we exposed it. We tried to avoid attaching too many elements to the HUD as much as possible, since we wanted players to be looking at the 3D world we've built, rather than some abstract representation. For example, players always see their own team's Spies as a Spy, but they need to know how that Spy is disguised to the other team. We first tried a quick hack where we put an icon representing the Spy's current disguise floating above his head. This icon proved baffling to playtesters. When we tackled the problem by putting cutout paper masks on the Spy, it not only fit the humorous style of the game, it let players get all the pertinent information directly from a quick look at the Spy's model, thus keeping them focused on the characters and on the action of the game.

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DEVELOPER COMMENTARY

WHAT TOOK SO LONG?



Map: Gravel Pit
Commentary Node: (13/17)

We first showed it at E³ in 1999, and here we are in 2007. So what took us so long? The short answer is that it took us this long to make something that we were happy with. The long answer requires a look at our development process. At its core is the assumption that we don't really know ahead of time what will be fun. We know what has been fun in the past. But if we've got three ideas on the table, we really can't say for sure which one will be the most fun when they're done. So, we've focused on building a repeatable process that will find out. It's based on a cycle of constant iteration, where evaluation is done by watching as many people play the game as possible. In developing *TF2*, we tried out many, many features, a few of which made it to the final product, but most of which were cut. For example, our initial versions of *TF2* were focused on trying to build a game around the concept of a commander, a single player who had a real-time-strategy view of the battlefield. He would be responsible for building structures and providing a unifying strategy for the team. But there were significant design challenges involved. For instance, how do we design the game such that the commander can have fun, and at same time ensure that the players down on the ground can have fun? How do we ensure that the players and the commander value the output of the other? How do we ensure that the game is still fun if you have a terrible commander, or conversely, if you're a great commander with a terrible team? We spent many months working on these and other issues, and never reached a point where we were satisfied. In addition, our game had become overly complex due to our attempts to add a strategy layer deep enough to warrant the addition of the commander in the first place. In the end, we made the hard decision to remove him from the game and moved on.

CONTROLS AND ACTIONS



Now that you know what you'll see on your HUD, let's take a look at some of the basic actions you'll be performing out on the field. The following constitute the basic acts every character class can perform during any given match. Learn these fundamentals well, cadet.



Many of the strategies listed in the Half Life 2: Getting Started training section at the front of this book also apply to *Team Fortress 2*. Skim that portion of the guide for even more training tips and tactics.

BASIC MOVEMENT



Your movement controls allow you to move your character all about the environment. Practice moving while using your look controls to aim about. The importance of movement cannot be understated: A stationary target is as good as dead in *Team Fortress 2*. Standing still is one of the most common and fatal mistakes new players make. You can never be certain from where the next shot will ring out, so it's best to stay on the move at all times.



Some characters move faster than others. Generally speaking, the more powerful a character is on offense, the slower he is at moving about.



Movement is your primary method of defense in *TF2*. When faced with an aggressive adversary, use your look controls to keep your targeting reticle fixed on your foe as you run circles around him. Strive to present a mobile target that's tough to hit, juking right and left as you unload on your rival. This betters your odds of dodging his return fire. If you're unfamiliar with FPS games, moving while firing takes a bit of getting used to. Practice, practice, practice. The better you are at moving while firing, the better your odds of not being blown to bits as you combat your foes.

JUMPING AND DUCKING



Jumping is another important form of movement. You'll find some levels difficult to navigate if you aren't a proficient leaper. Jump across small gaps and up onto short ledges as you explore your environment. Look for ways to use jumps to your advantage, speeding your progress through an area.

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Faster characters can jump a bit farther than slower ones; their speed carries them over greater distances. The Scout, Soldier, and Demoman classes each have the ability to leap to great heights by various methods; see the class sections for details.



Once you're comfortable juking and circle-strafing about the ground, add jumps to your defensive game to present an even more difficult target for your adversaries.



Ducking is used far less often than jumping, but it can be of value in certain situations. While ducking, your character stands at a shorter height, presenting a smaller target for your adversaries. You move at a reduced speed while ducking, however, so it's unwise to remain crouched for long. Duck behind low walls while reloading weaponry or to avoid a sudden barrage of hostile fire.

ATTACKING



Now we're getting to the good stuff: combat. Press the Primary Fire button to unload your equipped weapon's clip on whatever stands before you. Hold the button down for auto-fire, or tap it to squeeze off short bursts or individual rounds and conserve ammo. Each character sports his own unique brand of weaponry; see the class sections for complete details.



Some weapons sport an alternate fire feature, such as the Demoman's Stickybomb launcher. Use the Secondary Fire button to activate these alt-fire modes.



Nearly all weapon damage "falls off" against remote targets in *Team Fortress 2*. Generally speaking, the more distant the target, the less damage they receive.

CRITICAL ATTACKS



You may notice your character's weapon occasionally lets loose with unusually ferocity. These potent blasts are special critical attacks that last for only the briefest of periods. Critical attacks inflict three times their normal damage, allowing for superfast kills. Special messages appear onscreen when a character is struck by such devastating hits. The chances of going critical are completely random, but the odds increase by a small margin as you rack up kills and score lots of points.

DEVELOPER COMMENTARY



WEAPON DESIGN

Map: Well
Commentary Node: 14/17

Once we had a handle on the art direction for our world and characters, we turned our attention to the weapons and gadgets. While these objects have some grounding in reality, they usually diverge in significant ways. For instance, the Soldier's Rocket Launcher fits the general mold of a shoulder mounted Rocket Launcher, but somehow manages to hold four rockets in a clip. To justify this and play up our stylized Spy-tech fiction, we designed the weapons to look like customized pieces of hardware, personalized and modified by each character to suit his own ends. In keeping with the industrial theme of the game, we looked at 60's era product design principles for our primary weapons, then focused on musical instruments for secondary and melee weapons, thinking these would reinforce the connection between the secondary items and each character's personality.

CRITICAL HITS

Map: Gravel Pit
Commentary Node: 14/16

Critical hits are one of the features that resulted from our focus on pacing. The critical hits system attempts to slightly influence the highs and lows of the game by increasing the chance of a critical hit based upon the player's recent performance. In summary, the better you're doing, the more likely you'll continue to do well. This helps create those rare high moments, where a single player goes on a rampage and gets three or four kills in rapid succession.

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DEVELOPER COMMENTARY

GRENADES



Map: Hydro
Commentary Node: 6/17

One of the main changes between *Team Fortress Classic* and *Team Fortress 2* was the removal of thrown grenades. Most classes could carry a standard hand grenade along with a secondary grenade tied more closely to the class. *Team Fortress 2*'s focus on unique class roles led us to notice that the standard hand grenade was a more powerful combat decider than some of the primary weapons. This made the classes more similar in combat—not a desired affect. In addition, when we looked at some of *Team Fortress Classic*'s map stalemates, they often resulted from large amounts of grenade spam. Two cases were particularly problematic: That of players throwing grenades repeatedly through doorways, hoping to kill any enemies who might be there, and players on the verge of death throwing all their grenades in rapid succession, hoping to get a kill after they die. Removing standard hand grenades made the game more fun almost immediately, especially for new players who were often confused as to why they died when a grenade went off at their feet. When we examined the class-specific grenades, we found similar problems. Eliminating them from playtest gave us yet another boost toward making the game more fun. Once we'd decided on removal, we analyzed each class to see what capabilities might have been lost as a result of this decision. In some cases, we added other capabilities, where we felt a class had lost the ability to make some interesting decisions related to a special grenade type.

SELECTING WEAPONS



All character classes feature a unique spread of weaponry. A class's primary weapon is his trademark tool of destruction, and you'll use these firearms more often than not. Secondary weapons are usually designed to fill voids left by primary arms. For example, the Scout's Scattergun is ideal against close-range threats, but its effectiveness drops off a great deal when wielded against targets at range. Fortunately, the Scout carries a Pistol that's far more effective against distant threats. Knowing when to switch weapons, and becoming comfortable doing so at a moment's notice, is important to your success and survival on the battlefield.

NOTE

By default, you must press Primary Fire after selecting a new weapon to equip it. Enable the Auto Weapon Switch function to instantly switch weapons on the fly.



Running out of ammo is never a good thing, but at least you aren't left completely defenseless: All characters carry a unique melee weapon that can be used to pummel adversaries in close quarters. Melee weapons inflict a surprising amount of damage in *Team Fortress 2* (most chop off a good 65 points of health with each blow) and shouldn't be overlooked. When you need to conserve ammunition, or when you've snuck up behind an enemy, switch to your character's melee weapon and hold Primary Fire to swing away.

RELOADING



Being caught with an empty clip is another mistake newcomers often make. Don't wait until your weapon runs out of ammo to reload; restock its clip at every opportunity. This is particularly important to weaponry that features long reload times, such as the Soldier's Rocket Launcher.

If you try to fire a weapon with an empty clip, your character will automatically reload. Naturally, you cannot reload your weapon if you have no ammo reserves. Keep an eye on your Ammo Meter, seeking out pick-ups, resupply lockers, and weapons dropped by fallen combatants whenever your stock runs low.

TIP

In the thick of battle, you may not have time to pause and reload your weapon's ammo. Either switch to another weapon or simply hold down Primary Fire to make your character fire each round the moment it's been loaded into the .

NOTE

You cannot equip a weapon for which you have no ammo.

TAUNTING



Death is everywhere on the field of battle, and there's nothing like adding a little insult to injury. After laying waste to your foes, press the Taunt button to make your character tease your prey in a comedic fashion. Be quick with your taunt to ensure your rival is treated to a freeze-frame close-up of your character in mid-jest—a perfect way to rub it in.

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NOTE

Each character has his own unique taunts, and he'll perform a different taunt depending on the weapon he currently wields. Use your look controls to pan your view around your character while taunting.

CAUTION

Sometimes pride goes before a fall: You're left vulnerable for a few seconds while taunting, so it's a risky gamble!

DEVELOPER COMMENTARY



TAUNTS

Map: Well
Commentary Node: 16/17

Late in the project, while other parts of the game were being finished up, we found ourselves with time left over for extra animation. There were several ideas on the table, including weapon-specific taunt animations. When evaluating a feature, we look at how many other features it connects to, and taunts were the clear winner. They play well with the killer freeze cam, adding to the relationship between the Nemesis and his victim. They give us a highly visible place to show off our new facial animation technology, allowing the player to examine it from all angles. Finally, *TF2*'s characters have a lot of personality, and taunts were the perfect way to show that personality through the animation and voice acting.

CALLING FOR MEDICS



Every team benefits greatly from the aid of a well-trained Medic. This special character class is able to heal and strengthen his teammates with the use of his special medigun. Whenever you require the aid of a Medic, press the Call for Medic button to holler out your need. Medics on your team will be alerted to your request, and a special icon will appear on their HUD to lead them to your location. Attentive Medics will be quick to follow these HUD icons to locate you and begin healing you.

NOTE

A few other actions can be performed by all characters, such as capturing Control Points. These match-specific acts are covered in the Match Types section that follows.

DAMAGE AND DYING



Death is a natural part of life in *Team Fortress 2*. No matter how skilled a player you may be, you'll eventually fall victim to the chaos erupting all around you. Your character suffers damage from hostile attacks and can also become wounded if he falls from too great a height. Death occurs whenever your character's health falls to zero.



After dying, a small performance window often pops up to show personalized stats for your reference. These stats are a neat way of seeing how well you performed with the character class prior to being killed. Try to outdo yourself!

NEMESIS SYSTEM



If you suffer multiple unanswered deaths at the hands of the same player, that player becomes your Nemesis. It's possible to have more than one Nemesis at a time. A special icon appears over your Nemesis's heads on your HUD; watch out for these players and try to kill them to achieve Revenge and score some points.

Likewise, dispatching the same foe multiple times causes you to Dominate that player, turning you into his Nemesis and scoring you points. That player will likely be on the lookout for some Revenge, so stay on guard!

NOTE

There are no special advantages to Dominating players or claiming Revenge over a Nemesis; these are simply aspects of *TF2*'s scoring system. See the following Match Results section for complete details on player scores.

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FREEZE CAM



After being killed in battle, you're treated to a freeze-frame view of the player who dealt you the fatal blow. You may find this snapshot annoying at first, particularly when your adversary pulls off a fast taunt just as the frame freezes. (Nyah-nyah!) Still, this view is there to help you: It shows you exactly where your adversaries lie, allowing you to warn your teammates of their presence. This is particularly useful for Snipers and Spies, two classes that often kill their targets with little (if any) warning.

NOTE

You cannot speak to your teammates while dead. Only live teammates may chat with one another.

DEVELOPER COMMENTARY

PERSONALIZED STATS

Map: Well
Commentary Node: 11/17

Games usually approach stats by comparing the player to everyone else in the world. This is only really of interest to those who are near the top. With *Team Fortress 2*, we decided that a better approach might be to compare the stats to the player's previous successes, turning them from a worldwide comparative system into a personalized, motivational one. The beginning player gets encouragement and acknowledgement that, while they're not highly skilled yet, they're getting better all the time. The veterans get to see when they've managed to come close to their previous record, which encourages them to beat that record. The personal stat system also acts as a validation system: When a player feels like they've had a really good run, the stats system pops up and essentially says, "You're right, that was a great run."

FREEZE CAM AND NEMESIS SYSTEM

Map: Gravel Pit
Commentary Node: 12/16

In multiplayer games, the content players consume is largely generated by other players. To enhance this, we added features designed to promote relationships between players. For example, the freeze-cam shot of a player's killer helps the player remember specific troublesome opponents. The Nemesis feature adds an additional reminder that certain enemies are more significant than others. It creates a small negative reinforcement loop, by giving players an opportunity to score extra points with a Revenge kill.

RESPAWNING



Fortunately, death doesn't last all that long in *Team Fortress 2*. After a brief waiting period, you respawn at your team's base, none the worse for wear. You may choose to swap your character class while waiting to respawn, and you're also treated to a spectator view of your team during the downtime. Use Primary Fire to swap your view between your teammates and other areas of interest about the battlefield.

NOTE

Team Fortress 2 wants matches to resolve with a decisive winner and loser. It therefore gives an edge to teams that are doing well, granting their players slightly shorter respawn waiting times.

Don't rest on your laurels while waiting to respawn; use the post-death downtime to take stock of the current conflict. Watch your teammates to see where they are and which classes they're playing. Consider what your team's next move should be and determine whether you need to switch classes to help your group reach their goals.

TEAMWORK 101



As its name implies, *Team Fortress 2* is all about cooperating with your comrades to outwit, overpower, and generally dominate the opposing team. Victory depends not only on your individual skill level, but also on how well you function within your group. The following tips teach you the fundamentals of becoming a valuable team player.

PLAY YOUR CLASS



When first diving into *Team Fortress 2*, you'll definitely want to spend some time checking out all the classes to see what they have to offer. The classes are intended to play quite differently from one another, each one owning its share of skills, strengths, and weaknesses that combine to determine the class's role in a group. You'll naturally grow fond of certain characters that agree with your particular style of play, and you'll probably play best when using those classes. However, keep in mind that the focus of *TF2* is

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on *teamwork*, not individual effort. A well-organized team of moderately skilled players can easily trounce a group of talented FPS glory-hogs that don't pay attention to their comrades or what the opposing team is doing.



At the start of a new match, your team's primary objective is basically all that's known to you. You'll either be attacking the enemy, defending your territory, or attacking and defending simultaneously. These are the basic factors to consider when choosing a character class to play, and *Team Fortress 2* assists you by grouping each class into one of three categories: Offense, Defense, and Support. Take your team's primary objective into account and assume the role of a class that's likely to be of most value.

NOTE

The class category designations are only intended to be used as guidelines. Offensive characters can be used defensively and vice-versa. Gaining experience in how battle commonly unfolds at each map will further assist you in determining which class to play.



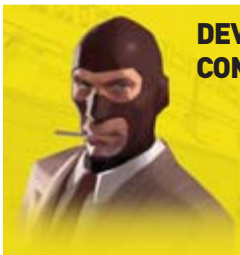
Matches begin with a short waiting period to give players ample time to join in the game from the get-go. During this brief downtime, take a moment to call up the Scoreboard and view your team's makeup. The Scoreboard shows you how many players have joined your group, including their names and classes. If you notice any deficiencies in your team, such as the lack of a Medic or strong offensive characters, fill these voids by assuming the appropriate class.



Finally, know that you can change your character class at any time in *Team Fortress 2*. This unique feature allows teams to adapt to their opponents' strategies as a match unfolds and exploit holes in their game. Never feel that you have to stick to a certain character; if the class you've chosen isn't working out, consider switching to another whose skills may be of greater value. Battle plays out in crazy ways in *TF2*, and adapting to the current conflict is a focal strategy.

NOTE

Switching classes in the field kills your current character, forcing you to wait through the aforementioned respawn period. It's therefore best to switch characters after you've been killed, while you're already suffering the normal downtime penalty. Or pay a visit to your team's base and switch characters there—you aren't killed when switching classes at your base.



DEVELOPER COMMENTARY

PLAYER CLASSES

Map: Well
Commentary Node: 15/17

Player classes form the backbone of *Team Fortress 2*'s gameplay. There are a bunch of reasons why they're a useful design tool. A class is a bottled up experience, designed to be unique relative to the other classes in the game. A player who's getting tired of one class can switch to another class and get a fresh experience. They allow us to cater to players with a variety of different skills and desires. Beginning and advanced players can have fun together. Cautious cerebral thinkers, strategic defenders, and twitch-firing adrenaline junkies can all find their niche. *Team Fortress 2*'s class design decisions enable us to have a larger number of player abilities in-game, while still keeping a single player's decisions down to a manageable level.

KEEP ALERT



Another vital step in becoming a strong team player lies in keeping an eye on how the match is going. The lower portion of the HUD is devoted to the Game Status, showing you the current state of critical mission objectives. (These icons change depending on the match type and are discussed in greater detail in the Match Types" section that follows.) Pay close attention to the status of the match and be quick to react to critical situations.



Keeping tabs on your teammates' positions and status is another important aspect of *Team Fortress 2*. For example, when struggling to defend an important piece of ground, it's essential that you take a look at where your teammates are standing and position yourself so that all access points are covered as completely as possible. When the enemy advances, concentrate fire on that access point, working together with your team to obliterate them.

COMMUNICATE



Proper communication is imperative to your team's success. Voice messages are by far the fastest and most effective ways of keeping in touch with your team, alerting everyone to sudden happenings. Text-based communications are another option.

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When chatting with teammates in the heat of battle, make sure to keep your messages brief and to the point—you don't want to clutter the lines of communication with drawn-out explanations or needless narratives. Also, make sure you're messages are informative, conveying the most vital information in the shortest amount of words. Take the following examples:

Bad: "Look out: They've set up a Sentry Gun and it's fully upgraded. It's ripping us apart. We need a Spy to take that thing out." (This doesn't convey much useful information and is a bit long-winded.)

Better: "Sentry Gun behind the CP." (This lets you know where to look for the weapon so you can avoid or obliterate it. You rely on your teammates' knowledge of the game to deal with the threat.)

Bad: "We're trying to hold Control Point A but we're being overrun. Johnny just died. Where are you guys?" (Again, this is long-winded and doesn't offer much advice; it's more a message of panic and despair, which doesn't help the situation.)

Better: "CP A is a lost cause. Head to CP B." (This is a bit shorter and gives clear direction to the team.)

Bad: "Spy; look out!" (This message is too short and won't do much except confuse and distract your teammates.)

Better: "Spy-Sniper near the battlements." (This tells your team everything they need to know to track down and eliminate the Spy.)

PICK-UPS



Unlike many other multiplayer FPS titles, there are only a handful of pick-ups in *Team Fortress 2*. This is because each character class carries his own brand of weaponry, and therefore doesn't need to seek out better arms as players vie to control the map. In fact, with the exception of Intelligence briefcases used in Capture the Flag bouts, the only pick-ups you'll find are ones that bestow more health and ammunition to your character.



Pick-ups always appear in the same locations. Learn where to find them so you can restore your character's health and ammo whenever the need arises.



Because health and ammunition levels vary drastically between character classes, pick-ups always bestow a percentage of health/ammo to your character instead of a fixed amount. Characters with high health will therefore receive more aid from health pick-ups , etc.

HEALTH PICK-UPS

Seek out health pick-ups whenever you're in need of medical attention. Calling out for a Medic's aid is another option when your health runs low.



Collecting health pick-ups instantly douses the persistent burning effect of a Pyro's Flamethrower. In fact, healing by any method removes the Pyro's flames from your person. See the Pyro class section for complete details.

- **Small Health**: Tiny health bottles replenish 25 percent of your character's maximum health.
- **Medium Health**: Medium-size health packs restore 50 percent of your character's maximum health.
- **Large Health**: Big medical kits resembling toolboxes completely heal your character.

AMMO PICK-UPS

Collect ammo pick-ups whenever your character's firearms are low on ammunition to instantly resupply. Engineers obtain metal when they collect ammo pick-ups as well.

- **Small Ammo**: Little silver tins restore 25 percent of your character's maximum ammo and add 50 metal points to an Engineer's reserves.
- **Medium Ammo**: Tan, medium-size ammo tins restore 50 percent of your character's maximum ammo and add 100 metal points to an Engineer's reserves
- **Large Ammo**: Crates full of weaponry completely replenish your character's ammo reserves.



Pick-ups disappear for a moment after being collected. They typically respawn after 10 seconds.

DROPPED WEAPONS

When a character falls in combat, his weapon is always left behind. Dropped weapons can be collected for extra ammo, and also bestow metal to Engineers. All dropped weapons replenish 50 percent of a character's ammo and 100 metal points to an Engineer.



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Dropped weapons only linger for about 20 seconds, so collect them fast. Classes whose primary weaponry eats up ammo, such as Pyros and Heavies, should strive to collect dropped weapons after each kill.

RESUPPLY LOCKERS

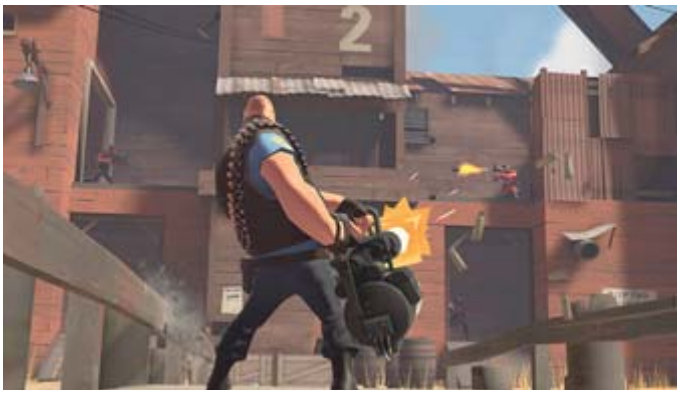


Team bases feature special resupply lockers that completely restore your character's health and ammo when visited. These lockers also top off an Engineer's metal reserves. Resupply lockers never run out of stock and are always there for your team to utilize. Unfortunately, the opposing team has the same advantage!



During a match, members of one team are unable to enter the opposing team's base and raid their resupply lockers. However, when a match ends, the victors can storm the losers' base if they so choose!

MATCH TYPES



Now that we've covered the fundamentals of gameplay, let's take a look at *Team Fortress 2*'s unique match types. Here we'll discuss the details of each one, providing general tips and strategies to help you get started.

CONTROL POINTS



The vast majority of maps in *Team Fortress 2* feature Control Points (or "CPs"): Special zoned areas that must be defended by one team while the opposition attempts to capture (or "cap") the point. There are two basic types of Control Point maps: Attack/Defend and Linear Capture.

ATTACK/DEFEND

Available Maps: Gravel Pit; Dustbowl

In these straightforward matches, all Control Points start under one team's control. That team must simply defend the points from the attacking team until time runs out. The defending team doesn't need to worry about capturing any points, and the attacking team doesn't need to worry about defending anything. Control Points cannot be recaptured in these matches; after the attackers succeed in capping a point, they can simply forget about it and move onto the next one. When the round finally resolves, the teams switch sides and the match continues (assuming the players stick around).

DEVELOPER COMMENTARY

CONTROL POINTS



Map: Well
Commentary Node: 4/17

Each of the *Team Fortress* classes was designed to make a unique contribution to attack and defense, and Control Points are, fundamentally, methods of focusing player's attentions on these core offensive and defensive activities. They're also useful for drawing players to different points of the map.

PLAYING AS THE ATTACKERS



The attackers have the advantage of simply storming their foes, which makes life somewhat easy. To balance this out, the defenders are given a short Setup period at the start of each round. During this time, the attackers are held within the confines of their base, while the defenders are free to position themselves wherever they like and lay down any defenses they desire (such as the Engineer's Sentry Guns and the Demoman's Stickybombs). When the Setup phase ends, the attackers are free to charge out of their base and begin the carnage.

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TIP

If the attacking team sports a Medic, they can do a bit of prep work during the Setup phase as well. Medics should immediately begin healing one of their teammates with their mediguns, slowly filling their ÜberCharge meters before the match even begins. This process can be sped up if the attacking team also sports a Soldier or Demoman: These characters can wound themselves with their own volatile weaponry, enhancing the rate at which the Medic's ÜberCharge meter fills as he heals them.



Expect to encounter heavy resistance the moment you spring from your base. The defenders will most likely have placed Stickybombs and Sentry Guns somewhere nearby, and they're almost certain to have at least one Sniper ready to pick off the first few troops out the gate. It's therefore important to utilize the many different exits from the attacking team's base that each map provides. Don't all pour out from the same channel or you're likely to suffer heavy casualties.

TIP

Watch the defending team's actions through your base's gates during the Setup phase and try to identify where they're placing their defenses, then plan accordingly. The only drawback to watching through the gates is that you allow the defenders to view which character classes your group has chosen.



Once through the gates, expect to suffer some initial losses as your team converges on the first Control Point. This is where Medics truly shine! Retaliate as best you can and work together to capture each Control Point in turn. Put the aforementioned strategies into full effect as you coordinate with your group, adapt to the defender's strategies, and vie to capture each Control Point.

TIP

The Engineer's teleporters are fantastic tools for both offense and defense in an Attack/Defend match. They help slain players quickly return to the action. Use them to keep pressure on a Control Point, and look to destroy those placed by the defending team.

NOTE

See the individual map sections for map-specific tips and strategies.

CAPTURING CONTROL POINTS



In stark contrast to how difficult breeching the opposing team's defenses can be, the process involved in capturing a Control Point is remarkably straightforward. Simply stand within the confines of a Control Point's Capture Zone to begin capping the point. The more teammates you have standing within the point's Capture Zone boundaries, the faster the point becomes captured. Progress is shown by the Control Point's HUD icon at the bottom of the screen; the point's icon steadily fills with your team's coloring. When the icon is completely filled-in, your team has successfully capped the point. The Capture Point itself then changes color to reflect the change in ownership. Hurry along to the next one!

NOTE

Control Points whose Game Status icons feature padlocks are locked and cannot be captured at present. Your team must capture a previous Control Point in order to unlock and cap these points.

NOTE

No progress can be made toward capping a Control Point while a defender stands within the boundaries of the point's Capture Zone. Obliterate all nearby defenders to begin capping the point.



Ownership of a Control Point remains with the defending team until the attackers have completely capped the point. If the defenders manage to regroup and repel the attackers, the point slowly returns to their control, as indicated by the coloring of the Control Point's HUD icon. Strive to regroup with your own team and finish off the capture process while the point is still under contention. Work at capping all points across the map to win the round!

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NOTE

Capping a point adds several minutes to the clock, giving your team more time to work with. The faster you cap the first few points, the more time you'll have to seize control of the later ones.

DEVELOPER COMMENTARY

CONTROL POINT EVOLUTION

Map: Well
Commentary Node: 9/17

In our original design, once attackers were cleared off a point, they lost any progress they'd made toward capturing the point. Playtest revealed that lone players near an enemy Control Point had no incentive to try to capture it if any enemies were in the area. Furthermore, once a team was reduced to defending a single Control Point, the stronger attacking team was often unable to successfully assault the final point for the full capture period, which caused too many games to end in a stalemate. We changed the capture mechanic so that the capture progress persists for a while, even after the attackers are cleared off the point, and this improvement fixed both the problems with the original design.

PLAYING AS THE DEFENDERS

Defending is significantly more difficult than attacking. Though your team has the advantage of the aforementioned Setup phase, you'll find that the momentum really is on the attacking team's side. While achieving victory is far from impossible, you should pat yourself on the back if your team manages to push back the opposition and hold their ground.



First things first: You've got to lay down your defenses as quickly as possible. Classes such as Engineers and Demomen are extremely valuable during the initial Setup phase: The former can place powerful Sentry Guns in cunning places to ward off the attackers, while the latter can lay Stickybombs anywhere he pleases to blow opponents to bits. Naturally, the most ideal place to set down these defenses is near the first Control Point you believe the attackers will go after. This is obvious at Dustbowl, as the Control Points must be captured in a specific order. However, the attackers can choose to tackle either Control Point A or B at the Gravel Pit, making things a bit more challenging.

TIP

Feel free to place defenses wherever you like, not just near the Control Points. Set them near hotspots on the map—paths and areas you feel the attacking team will likely traverse. Or simply lay them down near the team's base for fast casualties the moment they storm out. Just make sure not to leave your Control Points unguarded!

DEFENDING CONTROL POINTS



The most basic way of defending a Control Point is to "turtle" around it. This term implies massing about the Control Point, presenting a united, fortified resistance against the attackers. Engineers, Heavies, Demomen, Soldiers, and Snipers are all excellent turtlers, particularly when backed by Medics to keep them alive and in the fight. Lay down heavy defenses, coordinate with your team, and strive to keep the attackers at bay.

TIP

The in-game announcer informs you when Control Points are being contested. Be quick to react when you hear her voice!

NOTE

Control Points cannot be captured while at least one defender stands within the boundaries of the point's Capture Zone. Always leave at least one character within the confines of the zone. The combination of a Heavy backed by a Medic makes for a formidable two-man defense team.



Naturally, lumping your entire team on top of a Control Point makes you easy prey for the attackers, so it's best to spread yourselves out a little. The general idea is to defend the entire area surrounding the Control Point, not just the point itself. Guard all access routes leading toward the Control Point to prevent the enemy from getting anywhere near their objective. Place Sentry Guns and position Snipers in hard-to-spot areas so the attackers fall under fire the moment they enter the area. If the attackers manage to press through, fall back to regroup with your teammates stationed at the Control Point. Chances are good that the attackers will have suffered significant damage getting past your frontline, helping your pals at the Control Point to finish them off with ease.

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Defending just one Control Pont until time expires is enough for your team to achieve victory. While losing a point is never a good thing, don't give up hope: Be quick to realize when a point is going to fall and rush to regroup at the next one. Determine why the attackers were successful and take steps to counter their tactics. Run down the clock to claim victory over your rivals!

LINEAR CAPTURE

Available Maps: Granary; Well

Linear Capture matches play out quite differently from Attack/Defend games. In a Linear Capture bout, both teams must play offense and defense at once. The teams begin with an equal number of Control Points under their ownership near their respective bases, and there's typically one neutral Control Point at the center of the linear map. The teams must battle to seize ownership of all Control Points on the map, and the first team to cap all points wins the round.



Linear Capture games are all about momentum. No team's points can be captured until the neutral point at the center of the map has been completely capped by one side, and this is illustrated by the padlock icons that appear over the Control Points' HUD icons, denoting locked points. Once a team manages to capture the central point, the opposing team's perimeter CP becomes unlocked and vulnerable to capture. That team must then defend their perimeter point, while at the same time struggling to steal the central point away from their adversaries to turn the tide in their favor. In this fashion, battle is always kept raging between two neighboring points on the map.

NOTE

One map, Hydro, puts a unique spin on the Linear Capture match. Instead of lining up the Control Points, battle unfolds between two randomly-chosen regions of the map, each featuring just one Control Point. See Hydro's map section for an in-depth look at this innovative battlefield.



Capturing and holding the central Control Point is the critical first step to achieving victory in a Linear Capture bout. It's usually best to send out a few speedy Scouts to begin the capture process without delay, making sure to back these flimsy combatants with heavier reinforcements as quickly as possible. Once the point has been captured, focus on laying down defenses such as Sentry Guns while your assault force moves to strike at the enemy's perimeter CP.

TIP

Two evenly matched teams will often set up early defenses near their perimeter Control Points. You'll find this head start to be of great value should the opposition manage to seize the central Control Point.



Capping your rival's perimeter Control Point locks the central point and unlocks their primary CP, which lies just outside their base. This can be one of the most challenging points to capture, as the opposing team has fast access to the point, and also to their base's resupply lockers. Again, set defenses near their perimeter point to keep ownership of it before assaulting their final CP en masse.

NOTE

Upon dying, you and your teammates will respawn near the Control Point that's second-closest to the frontline. For instance, after capping a map's central point, your teammates will begin respawning near your perimeter CP, rather than at the one closest to your base. This gives an advantage in momentum to teams that are doing well, helping to avoid stalemates.

OVERTIME AND SUDDEN DEATH

Like Attack/Defend games, Linear Capture matches feature time limits that must be taken into account as you play. Should time expire, the game falls into a state of Overtime or Sudden Death.



Overtime situations only occur when time expires while one or more Control Points are under contention. If one team has made progress at capping a point but hasn't completed the task, they're given ample Overtime to finish the job. If the owning team manages to repel the invaders long enough for their capping progress to fade, the match shifts to Sudden Death.

NOTE

As with Attack/Defend matches, time is added to the clock each time a Control Point is captured by either team. If a team manages to finish capping a point during Overtime, extra minutes are added to the clock and play resumes as normal.

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If no Control Points are under contention when the timer reaches zero, the game switches to Sudden Death. All players are forced to respawn at their team's base, and a few minutes are added to the clock. Players may not change classes during the Sudden Death phase, and any character who falls during Sudden Death remains dead until the round ends. There are no health pick-ups during Sudden Death; even your base's resupply lockers remain locked tight. Your tactics therefore change drastically during Sudden Death situations.

NOTE

Killed players are unable to chat with live ones but may continue watching the match.

TIP

Call up the Scoreboard to quickly see how many players have died. Any player marked by a skull icon has been killed and won't be respawning anytime soon.



Because healing is scarce and death is permanent in Sudden Death, you must exercise extreme caution. Charging headlong into the fray is no longer a viable strategy; each team must carefully work at whittling down the opposition to gain the numbers advantage. Once you've managed to eliminate the majority of your adversaries, make a calculated push at capturing their remaining Control Points to win the round.

TIP

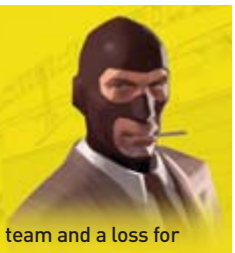
If you suspect the game is about to fall to Sudden Death, quickly bring up the Scoreboard and take stock of your team's class makeup. Make sure your group has at least one Medic and Engineer to help keep your attackers healthy and your defenses up and running. Spies are also great at invading the enemy's bases to take down Sentry Guns, Snipers, and Heavies.



If no team manages to seize the upper hand by the time Sudden Death expires, the round ends in a stalemate. Both teams are considered losers and no points are awarded for the round. Not good! Throw caution to the wind during the last few seconds of a match and make a push at seizing victory over your foes. The round won't end while a Capture Point is being contested, so do your best to get out there and seize the day.

DEVELOPER COMMENTARY

AVOIDING STALEMATES



Map: Well
Commentary Node: 2/17

Ideally, matches should end in a victory for one team and a loss for the other. Stalemates are essentially a loss for both teams. To avoid stalemates, our map design considers two key variables: team respawn times, and travel time from the respawn point to the frontline. The team that's winning gets slightly faster respawn times and more forward respawn points—a positive reinforcement loop that increases the chances for them to push forward and win the game.

CAPTURE THE FLAG

Available Map: 2Fort



Unlike the aforementioned Control Point games, Capture the Flag (CTF) matches feature no Control Points and no timer. Instead, each team's objective is to invade their rivals' base, steal the enemy's Intelligence briefcase and then return the Intelligence back to their base. Capture the Flag matches can be played at only one map: 2Fort.

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STEALING THE INTELLIGENCE



As one might expect, breeching the opposition's base is easier said than done. Expect to encounter extreme resistance. Work with you teammates, adapt to the enemy's tactics, and strike at their base from multiple access points. Soldiers backed by Medics are great base breechers, able to destroy Sentry Guns quickly to clear the way for faster classes to infiltrate and steal the Intelligence. The Spy's cloaking and disguise abilities make him a fantastic choice as well.

TIP

A thorough knowledge of 2Fort's layout will give you an edge in Capture the Flag bouts. See 2Fort's map section for a strategic overview.

Simply move into contact with the enemy Intelligence briefcase to collect it. Your character then slings the briefcase over his shoulder and an alert message is sent out to all players. Time to go!



TIP

The icons at the bottom of the screen provide info on the status of both team's Intelligence briefcases. Arrows indicate the location of the briefcases relative to your current position. An exclamation point icon indicates that the Intelligence briefcase has been taken, while an icon in the shape of a house means the briefcase is currently resting safely at base. An arrow pointing downward means the briefcase was dropped during extraction. Pay attention to these important indictors throughout each CTF match and listen for messages from the announcer.



Rush from the enemy base as fast as you can, avoiding conflict whenever possible. While any character class can bail with the enemy Intelligence, Scouts are ideal Intelligence thieves, as they're by far the fastest and most nimble. Let your teammates handle the opposition while you focus on reaching your base's Intelligence chamber. Move within the boundaries of the Capture Zone that surrounds your team's Intelligence briefcase to complete the extraction and score a point. Attain the match's requisite score before your rivals to emerge victorious!

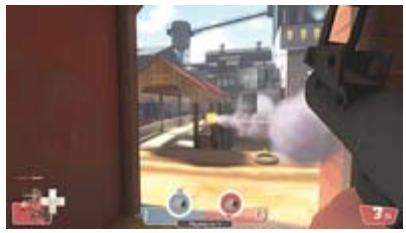
TIP

Upon grabbing the enemy Intelligence, immediately call for a Medic. You'll need his support!



If one of your teammates has taken the enemy Intelligence, focus your efforts on supporting him. Warn him of dangers you see and advise him of routes that are safe to take. Hamper or eliminate any enemies in pursuit of him, even if it places you at the risk of being killed. Even buying your teammate a few precious seconds can make the difference between a successful extraction and a failed attempt.

DEFENDING YOUR INTELLIGENCE



Preventing the enemy from stealing your team's Intelligence is just as important as making off with theirs. Your team should therefore split up into two groups: one to hang back and defend your base, and another to raid the enemy's. Your defenders should consist of at least one Engineer, as his Sentry Guns can be placed in extremely useful positions at 2Fort. Pyros, Heavies, and Demomen are also great base defenders, while Snipers and Soldiers are great at defending the battlements.



No matter how strong a defense you put up, the enemy will eventually manage to get their hands on your team's Intelligence. The moment you receive such an alert, immediately use your HUD indicators to track down the perpetrator. Snuff him out at all costs to make the thief drop the Intelligence briefcase before he gets too far.



After an Intelligence briefcase has been dropped, it remains in place for 60 seconds. You cannot pick up your team's Intelligence briefcase or return it to your base by any means. Instead, your team must focus on defending the briefcase right where it lies, waiting for timer to tick down and the briefcase to be returned to your base. Again, Engineers are fantastic helpers during these efforts because they are able to lay down Sentry Guns and dispensers to keep the enemy at bay and keep defending players stocked up on health and ammo. Their teleporters can also help their teammates quickly reach the dropped Intelligence. Support the Engineer with Heavies and Medics to keep that briefcase locked down until it returns to your base.

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NOTE

The circular indicator that appears above a dropped briefcase tells you how much time remains before the Intelligence briefcase returns to base. Don't let the enemy touch the briefcase or the 60-second timer will reset.

TIP

Engineers can set their buildings within doorways and narrow corridors to block routes and further hamper the opposition's attempts at retrieving a dropped briefcase.

MATCH RESULTS

At the end of a match, all players are treated to a short break and a view of the Scoreboard. Team scores are shown at the top of the Scoreboard, followed by the individual scores of all players. The bottom of the screen shows your personal scoring breakdown.



NOTE

You may bring up the Scoreboard at any time during a match. This is a good way to see which players are doing well, and to quickly identify the classes on your team.

TIP

Just prior to the appearance of the post-round Scoreboard, the losing team is made vulnerable and unable to draw their weapons. The winning team may take this time to run about, slaughtering their beaten foes for easy kills that count toward their personal scores. The losers have no place to hide; the winners can even chase them into their base!

SCORING SYSTEM

Team Fortress 2 features a unique scoring system used to grade players on their performances. These scores are primarily for bragging rights, but can also help you identify key players on each team so you know who to look out for. Here's a breakdown of the entire system:

Kills: Each time you kill a member of the opposing team, you earn 1 point.

Deaths: This keeps track of how many times you've died and has no impact on the scoring. You're doing well if your Kills outweigh your Deaths!

Assists: Assists come in a variety of forms. You earn Assists by pitching in to help teammates defeat enemies, capture Control Points, and the like. Each Assist is worth 0.5 points.

Destruction: Hostile Engineer buildings you destroy for the benefit of your team net you 1 point apiece.

Captures: Each Control Point you capture for your team adds 2 points to your score. You must be standing on the CP at the moment of capture to earn these points. If you step off before the capture process is complete, you're awarded an Assist instead.

Defenses: Repelling all invaders from your team's Control Points counts as a Defense, worth 1 point. Only the player who deals the final blow earns these points; others may be awarded Assists.

Domination: Accumulate five unanswered kills on a member of the opposing team to Dominate that player. This has no impact on your score.

Revenge: Kill a player who's currently Dominating you to claim Revenge and add 1 point to your score.

Invulns: As a Medic, you earn 1 point each time you fill your medigun's ÜberCharge meter and unleash an Invulnerability (or "Invuln").

Headshots: Snipers score themselves 1 point each time they score a headshot on an enemy (in addition to 1 point for the kill).

Teleports: Zipping across a map via a teleporter placed by a friendly Engineer earns you 0.5 points.

Healing: Medics also earn 1 point for every 600 points of healing they bestow to teammates.

Backstabs: Spies who manage to score instant-kill Backstabs on their adversaries score themselves 1 point with each assassination (in addition to 1 point for the kill).

NOTE

Fractional parts of a total score are rounded down.

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OFFENSE CLASSES

SCOUT



Starting Health: 125
Movement Speed: Very Fast
Primary Weapon: Scattergun (Ammo: 6/32)
Secondary Weapon: Pistol (Ammo: 12/36)
Melee Weapon: Baseball Bat

Scout Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Scattergun	10 pellet spread at 6 dmg each	0.625 seconds	Bonus damage at short ranges (<512 inches)
Pistol	15	0.25 seconds	Ideal against ranged threats
Baseball Bat	35	0.5 seconds	Fastest yet weakest melee weapon

NOTE

The values shown here indicate base (or "maximum") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.

DEVELOPER COMMENTARY

SCOUT

Map: Hydro
Commentary Node: 9/17

The Scout is designed for players who are able to rapidly move around while tracking their target. Where other combat classes rely on high amounts of damage, the Scout relies on his high movement speed and double-jump ability to dodge enemy fire. Much of his combat style is crafted through the features of his primary weapon, the Scattergun. It does a large amount of damage, but has a wide spread that forces him to get close to the enemy for full effect, where he's also at highest risk of being hurt. It has a slow rate of fire that encourages him to pause to fire, then dodge, then pause, and so on, which gives enemies a higher chance to hit him at intervals. Finally, it holds a small clip and a slow reload time to encourage the Scout to pull out of combat to reload, something which he can do easily with his speed, and gives injured enemies a chance to run before the Scout returns.

SKILLS AND STRENGTHS



The Scout's most obvious advantage lies in his superior speed. No other class comes close to keeping up with the nimble Scout, who motors along at a blistering pace. This advantage is most notable in wide-open spaces, where skilled Scouts can effortlessly avoid hostile fire as they race toward their objective.



The Scout's double-jump ability gives him an even greater edge in the movement department. After jumping, press the Jump button a second time to make the Scout leap in midair. No other class features this unique talent, which enables the Scout to bound much higher than his adversaries and helps him traverse vertical environments with fluid grace. Coupled with his incredible speed, the double-jump allows the Scout to leap across wide gaps and onto tall structures. This enables the Scout to utilize special routes through battlefields that most other characters cannot access. The double-jump is also quite handy when it comes to dodging enemy fire.

TIP

Quickly move backward or to one side when issuing the double-jump command to make the Scout leap in a different direction. This is a great way to baffle enemy attackers or land on ledges you might otherwise have missed with a normal double-jump.

TIP

Look for all sorts of tiny outcroppings to double-jump onto, including thin windowsills and skinny rock outcroppings. You'll be amazed at what the nimble Scout can land atop!



Another unique advantage possessed by the Scout is his ability to capture Control Points at double the rate of any other character. Pool a few Scouts together on a CP and watch how fast that point gets capped. This makes Scouts ideal early point cappers, but it's important to support them with other characters, as Scouts are not well suited to breeching enemy defenses. Most capture points are positioned inside tiny structures as well, a feature that plays against the Scout's talent for dodging.

WEAKNESSES AND VULNERABILITIES



All the speed and agility possessed by the Scout comes at a heavy price: The Scout must make do with the lowest maximum health of any character class (he ties with a few others). It doesn't take much to put an end to a Scout's antics, so Scouts must put their incredible mobility to good use and avoid hostile fire at all costs. This makes the Scout an exhilarating class to play, but quite

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challenging to master. Newcomers will fall in love with his great speed and double-jump ability—right up until they fall victim to an Engineer's Sentry Gun.



The Scout also carries one of the most dangerous primary weapons: the Scattergun. Although this double-barrel Shotgun gains a tremendous damage bonus at close range (less than 512 inches, according to the developers), close range is usually not where the Scout wants to be. Entering close quarters with an enemy gives the Scout less time to react, nullifying much of his dodging ability and placing him at risk of suffering heavy damage. In the hands of a skilled player, however, the Scout's Scattergun can be used as a tool of mass destruction.

PLAYING THE SCOUT



Look to capitalize on the Scout's mobility and double-jump skill at all times. These talents shine through best in wide-open areas—places where you can run circles around your enemies, juke and double-jump out of harm's way, and quickly move behind cover when you start drawing too much attention. Every map features special routes through open areas designed to be exploited by Scouts. Look to double-jump along rooftops and ledges to baffle your foes and quickly get where you need to go.



The Engineer's Sentry Gun is the bane of all Scouts. When entering an unfamiliar open area—particularly one controlled by the enemy—keep to the area's outside edge for the best chance at avoiding becoming a target of any emplaced guns.



The Scout's weaponry takes a bit of getting used to. His primary weapon, the Scattergun, is ideal against close-range threats due to its widespread shot. It's usually best to keep this weapon at the ready at all times in the event that you suddenly come face-to-face with the enemy. Get up close and blast your foe for extreme damage if you dare, but be careful to avoid his return fire.



Sneaking up behind enemies and blasting them with the Scattergun is a great way to earn fast kills as a Scout. If ammo is low, use the Scout's Baseball Bat instead.



Single out important enemies, such as Medics, Snipers, and Demomen, whose weaponry is largely ineffective against the nimble Scout. Work at closing in with the Scattergun and blasting such foes, and your team will thank you for it.



The Scattergun's effectiveness drops off drastically when used at range, so the Scout also carries a Pistol for firing at more distant threats. When rushing forward with the Scattergun seems like a risky venture, switch to the Pistol and pop shots at your enemy from afar. Individual shots inflict little damage, but the Pistol has a high rate of fire, so the damage can quickly add up with repeated shots. The Scout's Pistol is his best defense against Heavies and the Engineer's Sentry Gun, as he stands little chance against these adversaries in close combat.



Sentry guns have an impressive targeting range, but they can't fire across great distances. Keep well away and use the Scout's Pistol to destroy Sentry Guns from a safe range.



When the going gets tough, remember that the Scout's speed is just as handy when falling back as it is as when moving him forward. Retreat whenever you're low on health or ammo, or when you suddenly draw the ire of powerful defensive enemies like Heavies. Don't try to play the hero as the Scout; instead, use his superior speed to get out of harm's way and resupply, then quickly return to assist your teammates near the front line.



Falling back has other advantages. A wounded Scout is a tempting target, and enemies will often chase after him to complete the kill. It's therefore possible to lure enemy defenders out of position and into range of your team's forward defenses, such as Sentry Guns placed by friendly Engineers. Scouts make perfect bait in this fashion.

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COMBATING THE SCOUT



As previously touched upon, Heavies and Engineers are two of the best classes to employ against Scouts. Other classes can certainly bring a Scout down fast, but the rapid-fire nature of the Heavy's Minigun and the Engineer's Sentry Gun buildings makes it very difficult for the Scout to avoid taking damage. Since the Scout doesn't have much in the way of health, he won't last long against this type of fire, especially if he foolishly moves within close quarters.



When combating a Scout with any class, find ways of eliminating his speed advantage. Try to gauge his objective and use that knowledge to predict his movements and where he'll go. Lead him with your fire, shooting not at the Scout himself, but at the place you think he'll be standing in the next half-second. If at all possible, try to pin a Scout down in a tight corridor or small structure where his movement options are limited. Above all, don't allow a hit-and-run Scout to distract you from more dangerous (and easier to combat) threats, such as Soldiers and Demomen.



SOLDIER

Starting Health: 200
Movement Speed: Slow
Primary Weapon: Rocket Launcher (Ammo: 4/36)
Secondary Weapon: Shotgun (Ammo: 6/32)
Melee Weapon: Shovel

Soldier Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Rocket Launcher	90 (110-inch blast radius)	0.8 seconds	Splash damage falls off from impact site
Shotgun	10 pellet spread at 6 dmg each	0.625 seconds	Ideal for close-range threats
Shovel	65	0.8 seconds	Standard melee weapon damage and attack speed



The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.

DEVELOPER COMMENTARY



SOLDIER

Map: Hyrdo
Commentary Node: 10/17

The Soldier is a core combat class featuring versatile movement and a terrific long-range damaging capability. He's designed to be comfortable in almost any combat situation, and to be the best long-range anti–Sentry Gun class. His main weaknesses are designed into his primary weapon, the Rocket Launcher: It has a small clip size, which forces the Soldier to carefully manage his reloads, and it fires relatively slow-moving projectiles, making it ineffectual beyond short range against any opponent who dodges well, like the Scout.

SKILLS AND STRENGTHS



Soldiers are unique in that many of their greatest strengths and weaknesses revolve around their primary weapon: the Rocket Launcher. This awesome tool of destruction is capable of obliterating enemies at any range, and unlike most other weapons, its damage output doesn't diminish when direct hits are scored against remote enemies—though the "splash" damage from near misses is most powerful when the target is closer to the point of impact. Few weapons pack the punch delivered by the Soldier's Rocket Launcher, and of the ones that do, none is as versatile and easy to use in the heat of battle. The fire-and-forget nature of the weapon makes obliterating entrenched enemies a joyful thing.



The *TF2* dev team commonly refers to the Soldier's critical rockets as "crockets."



The Soldier can also use his Rocket Launcher in creative ways to outmaneuver his enemies. By firing a rocket directly at his feet while simultaneously running forward and jumping, the Soldier is able to rocket-jump to great heights, launching himself onto tall ledges and platforms that no other characters—including those double-jumping Scouts—can get to. This is an ideal tactic for the Soldier, as it enables him to unload rockets on enemies milling about below. Raining rockets down on foes is the ideal tactic for the Soldier, as the widespread splash damage generated by such assaults is devastating and quite difficult to avoid.

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CAUTION

Rocket-jumping is a skill that must be practiced. Each attempt usually inflicts 50 points of damage to the Soldier, and if he doesn't land on the intended vantage point, the fall back to earth can be fatal.



Intended to see lots of frontline action, the Soldier has the advantage of a high maximum health—the second highest of any class. Only the burly Heavy outmatches the Soldier's ability to withstand abuse. This makes Soldiers difficult to deal with, especially when they're being healed by a Medic. In fact, it's usually easiest to eliminate the Medic first so the Soldier can be killed with less effort.

WEAKNESSES AND VULNERABILITIES



Switch classes from Scout to Soldier and you'll immediately notice what may be the Soldier's largest drawback: his slow movement speed. Only the Heavy moves at a slower clip, making Soldiers relatively easy prey, particularly for Snipers. Skilled Spies will also enjoy sneaking up to and backstabbing Soldiers with minimum effort. Furthermore, a Soldier's sluggish gate means it takes him longer to reach the front line compared to other classes—a major drawback, as the heat of battle is where the Soldier is meant to be.



As previously mentioned, the Soldier's Rocket Launcher carries some of his biggest drawbacks. First, the weapon features one of the slowest refire rates of any weapon, second only to the Sniper's powerful rifle. This makes each miss a painful mistake. Second, the launcher can hold only four rockets in its clip at once, forcing the Soldier to reload more often than any other class (except the Sniper, who must load a fresh round into his rifle each time he fires). Reloading the Rocket Launcher is the weapon's third drawback: Each rocket must be loaded individually, and it takes quite a while for the Soldier to restock a depleted clip.

TIP

When the launcher's clip runs dry, you can simply hold down the Primary Fire button to make the Soldier unleash each rocket as he loads them. This increases the weapon's refire delay of course, but it can be a useful in a heated skirmish when there's no place to hide.



Perhaps the weapon's worst drawback is its ability to harm its user: the Soldier himself. Rocket-launching in tight spaces can be detrimental to a Soldier's health, as can excessive rocket-jumping. Swift enemies will therefore often rush a Soldier, getting in his face and making it difficult and risky for him to employ his favorite weapon. Soldiers must always be careful not to blow themselves up—another good reason for Medics to support them.

TIP

Sometimes it's OK for a Soldier to harm himself with his rockets: Doing so allows Medics to quickly fill their ÜberCharge meter as they heal the Soldier back up.

NOTE

Soldiers cannot harm teammates with their rockets, only themselves.

PLAYING THE SOLDIER



The Soldier's strength and versatility make him a great class for newbies to start with. Although lumped into the Offense group, Soldiers can be used effectively on defense as well, unleashing their potent rockets on adversaries as they advance on his team. As a Soldier, get to the action as quickly as possible, finding a good spot to make your stand and assist your team. Elevated positions are usually best for Soldiers, as they enable Soldiers to rain rockets down at foes. Once you get the hang of it, the Soldier's rocket-jump ability is a great way to quickly reach those high vantages.

TIP

Make good use of teleporters placed by friendly Engineers to quickly reach the front lines.

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NOTE

Even while combating foes on even ground, try to fire rockets downward at their feet. Should the foe dodge the rocket itself, he'll still suffer its splash damage.



Due to the Rocket Launcher's small clip size and long reload times, it's important for Soldiers to remain near some sort of cover they can utilize when they need to reload. Like any class, Soldiers are most vulnerable while reloading, so make sure to keep near a suitable amount of cover whenever possible. When moving through open areas, quickly assess the current skirmish and determine which positions will offer you the best reload cover as you press toward your objective.



One of the primary functions of a Soldier is to obliterate Sentry Guns placed by enemy Engineers. Doing so allows the Soldier and his company to advance into enemy territory without fear of being shredded by these lethal buildings. The Rocket Launcher is the perfect tool for this task: Its ability to accurately deliver heavy payloads over great distances allows the Soldier to destroy Sentry Guns without having to move within their firing range. If the Sentry Gun has been placed in a position that does not allow you to fire on it from a safe distance, a similar beneficial result can be achieved by ducking out from cover, launching a rocket, and then quickly taking cover once more before the Sentry Gun has a chance to return fire.

NOTE

Rocket splash damage often kills any Engineers attempting to repair their Sentry Guns, further adding to the Rocket Launcher's anti-Sentry Gun appeal.



Finally, know that the Rocket Launcher isn't the Soldier's only weapon. When fast, skillful enemies rush forward to harass you at close range, switch to the Soldier's Shotgun and unleash hell. Although this secondary weapon deals significantly less damage, it can be fired more rapidly than the Rocket Launcher, it carries more shots in its clip, and each individual shell can be loaded with greater speed. In addition, there's no need to worry about blowing yourself up when wielding a Shotgun!

COMBATING THE SOLDIER

Because of their versatile and destructive nature, battling a well-trained Soldier is never easy. Your tactics will vary based upon the class you're playing, and upon the attack patterns implemented by the Soldier himself.



Avoiding the Soldier's devastating rockets is your primary concern. Take advantage of the relative slowness of these formidable projectiles, juking right and left to dodge them, and jumping to reduce the amount of splash damage you might suffer should they hit nearby. Keep away from walls, or you risk suffering splash damage from rockets that explode behind you. Steer clear of tight spaces where the Soldier can easily pin you down and have his way. Keep to open ground and work at moving into close range so you may capitalize on the Soldier's sluggish movement speed and overpower him with superior maneuvers.



An accomplished Sniper can usually avoid a Soldier's long-range rockets without much trouble and pick off these sluggish adversaries from afar—a perfect way to bring Soldiers down from elevated positions. Demomen can pop Grenades up onto a Soldier's perch as well, quickly killing the Soldier, or at least flushing him out from his position. Pyros can often use their marginally superior speed and agility to get in close and fry Soldiers. A masterful Scout also can quickly close the distance and overwhelm Soldiers with their Scattergun, although this is always a risky venture for these flimsy combatants. And assuming they've managed to blend in with the enemy line, Spies have the advantage of sneaking up and backstabbing Soldiers without a struggle—a fast way to deal with these formidable opponents.

PYRO



Starting Health: 175
Movement Speed: Normal
Primary Weapon: Flamethrower (Ammo: 200)
Secondary Weapon: Shotgun (Ammo: 6/32)
Melee Weapon: Fire Axe

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Pyro Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Flamethrower	170 per second	N/A	Damage falls off rapidly over distance
Shotgun	10 pellet spread at 6 dmg each	0.625 seconds	Ideal for medium-range threats
Fire Axe	65	0.8 seconds	Standard melee weapon damage and attack speed



The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive

DEVELOPER COMMENTARY

PYRO



Map: Hydro
Commentary Node: 15/17

The Pyro is designed to be the best short-range combat class, aimed at encouraging players to adopt an ambush style of play. To achieve this, we made the Pyro vulnerable in the open, which forces players to seek out enclosed areas and doorways. To add to the Pyro's short-range lethality, we made the Flamethrower effects visually noisy, which helps disorient opponents long enough for the flames to finish them off.

SKILLS AND STRENGTHS



Like the Soldier, most of the Pyro's strengths and weaknesses are tied to his primary weapon, the Flamethrower. When fired, this unique weapon spews out a wide cone of searing flame that bathes anything standing before the Pyro for extreme amounts of damage. At close range, no other weapon can compare to the Pyro's mighty Flamethrower, which stores all of its ammo within its clip and therefore never needs to be reloaded. This makes the Pyro the ultimate up-close killer; few can withstand more than a second or two under the heat of the Pyro's righteous flames.



The Pyro's Flamethrower not only inflicts tremendous damage during the initial attack but also sets its victims aflame for up to ten seconds. This persistent burning causes much of the damage that the Flamethrower gets credit for, roasting up to 60–70 points of health away if the effect lasts for its entire duration. This aftereffect is not only painful, but also mars the victim's vision, confusing him and making it difficult to determine where the Pyro stands and in which direction they should flee.



Playing with fire is a dangerous gig, and Pyros wear a thick, fire-retardant suit to keep from burning themselves. This means opposing Pyros cannot set other Pyros on fire, though they'll still suffer damage from the initial Flamethrower attack.



Although not outstanding in either category, Pyros have a respectable amount of health and an average movement speed. These skills combine to help the Pyro get into position relatively quickly and stay in the fight long enough to see at least a few foes fall to their flames. Pyros have trouble keeping up with faster enemies and don't last long near the front line, though.

WEAKNESSES AND VULNERABILITIES



A quick scan of the Pyro's weapon selection shows that he has no means of combating or defending himself against distant threats. This is the Pyro's greatest weakness by far. Pyros often don't last long when charging recklessly into the fray; anyone who sees them coming will flee and open fire. Pyros are intended to battle enemies up close, and are therefore suited to tight spaces and ambush tactics.



Flamethrower doesn't require reloading, it burns through ammo faster that just about any other weapon in the game. Running out of gas is the worst thing that can happen to a Pyro, as he's little more than an Engineer without metal once his Flamethrower's out of action. Pyros must therefore use their Flamethrowers wisely and be quick to collect the weapons dropped by their victims for additional ammo, which can sometimes force them to move into disadvantageous positions. The alternative is for the Pyro to leave his post in search of resupply.

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PLAYING THE PYRO



When playing the Pyro, it's important to draw the enemy into your world, which is close-quarters combat. You never want to be pursuing enemies about open ground. The Pyro's incredible short-range damage output means he's at his best when waiting around corners or just above a hatch, ready to spring out or drop down onto foes and ambush them with a nasty dose of fire. This makes Pyros excellent defenders as well as attackers, although they're included in the Offense group because few classes can storm the confines of an enemy stronghold like the Pyro.



Not to be overlooked is the Pyro's ability to set foes on fire and then move on. There's little need to pursue a foe once you've set him aflame: The initial attack damage is usually severe enough that the persistent burning can finish off your blazing victim within seconds. Even if the enemy manages to find some form of healing and circumvent a fiery death, he'll still be forced to abandon the fight to seek that healing, which removes him from action for some time. Let him run while you return to an ambush position—there are always other victims for your Flamethrower.



Don't keep using the same ambush point, or your foes will soon catch on and learn to anticipate your surprise assaults. Find other sites to use so that your enemies never know from which direction the flames will come.



Whenever your ambush efforts are successful and you manage to kill an enemy, make sure to collect his fallen weapon to restock your Flamethrower's ammo.



Of course, the action in *Team Fortress 2* is often chaotic, and you won't always be able to fight on your terms. When forced to move through open ground, or when a particularly troublesome enemy is keeping *just* out of reach of your Flamethrower, immediately switch to the Pyro's Shotgun to combat foes with greater effectiveness. Although it's at its best when wielded against close-range adversaries, the Shotgun is at least somewhat effective against foes at medium range, where the Flamethrower's stubby reach will usually continue to miss. The exception is when you're faced with a Heavy, who's hard-pressed to outmaneuver a Pyro (though he may simply mow you down before you can get within Flamethrower range).



Because Pyros are so specialized, they're not ideal for use in every situation. A thorough knowledge of each map and the manner in which battle typically unfolds there helps you determine when the Pyro class is an appropriate choice. Maps that feature numerous tight spaces, such as 2Fort and the two Linear Capture Control Point maps, are perfect for Pyros. It's at these battlegrounds where the Pyro truly shines, even though other maps may feature a few tight spaces.

COMBATING THE PYRO



Pyros strike fear into the hearts of all who face them because no class is safe from the heat of their terrible flames. Even other Pyros protected by their fire-retardant suits suffer the heavy initial damage produced by an opposing Pyro's Flamethrower, though Pyro vs. Pyro fights tend to drag on much longer than Pyro vs. anyone else. The point is, no matter which class you're using, *keep away from the enemy Pyro*. Backpedal and retaliate with some weapons fire of your own. Only Soldiers and Heavies are unable to outrun Pyros; all other classes are just as fast or faster.



When being pursued by a Pyro, flee to open ground where your allies can assist you in bringing him down. If the Pyro is smart, he'll often break off pursuit to save his skin.



If you're playing a Pyro and are faced with an enemy Pyro, quickly switch to your Shotgun. You can't set other Pyro aflame, so save your Flamethrower ammo for use against more viable targets.



After being ambushed by a Pyro and set on fire, immediately seek medical attention. Being healed in any way will douse the persistent burning effect of the Pyro's Flamethrower, sparing you lots of anguish and oftentimes saving your hide. Healing methods include collecting a health pick-up, calling out for a Medic to heal you, visiting a resupply locker, or moving close to a dispenser built by a friendly Engineer. Each of these actions will effectively remove the fire from your person while simultaneously restoring you to health. When there's no healing to be found, a dive into deep water will douse the flames (though you won't recover any lost health). It's wise to know exactly where health pick-ups and deep water are in maps where Pyros often play a major role.

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DEFENSE CLASSES

DEMOMAN



Starting Health: 175
Movement Speed: Normal
Primary Weapon: Grenade Launcher (Ammo: 6/30)
Secondary Weapon: Stickybomb Launcher (Ammo: 8/40)
Melee Weapon: Bottle

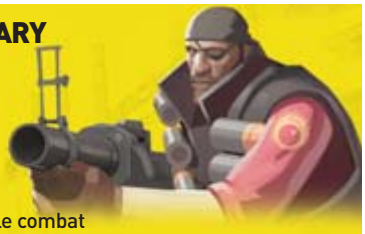
Demoman Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Grenade Launcher	90 (132-inch blast radius)	0.6 seconds	Splash damage falls off from impact site
Stickybomb Launcher	120 (132-inch blast radius)	0.6 seconds	Splash damage falls off from impact site
Bottle	65	0.8 seconds	Standard melee weapon damage and attack speed

NOTE

The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.

DEVELOPER COMMENTARY
DEMOMAN



Map: Gravel Pit
Commentary Node: 15/16

The Demoman is a most versatile combat class, capable of rapidly switching from strong offensive pushes to defensive area denial. He has the only indirect fire capability in the game, allowing him to take out Sentry Guns around the corner, and his stickybombs give him a grenade-jumping ability similar to that of the Soldier's rocket jumps. His stickybombs can also prevent enemies from moving through doorways, cover a retreat, and defend Control Points—even when the Demoman is somewhere else.

SKILLS AND STRENGTHS



When you see a guy carrying not one, but *two* types of grenade launchers, it's pretty obvious what his strengths are. The Demoman excels at doing just what his name implies: blowing stuff up. Only the Soldier has the potential to wreak as much explosive havoc as the Demoman on the battlefield, and although the Demoman gives up a bit of health compared to the Soldier, he's a bit more agile, helping him reach the frontline faster and fall back just as quick.



As noted in the Developer Commentary sidebar, the Demoman's Grenade Launcher is the only weapon in the game capable of indirect fire. It can be used to fire grenades around corners, bounce them down stairwells, and even lob them up onto ledges to flush out entrenched enemies such as Snipers. Each grenade features a 5–6 second delay before it detonates—unless it happens to strike an enemy, that is. A direct hit causes the grenade to detonate immediately, causing extreme damage.

NOTE

Grenades pulse, and the pulsing intensifies just prior to detonation.

NOTE

Grenades that appear to "steam" inflict critical damage when they erupt.



The Stickybomb Launcher is a bit different. Although it launches volatile projectiles just like the Grenade Launcher, its stickybombs adhere to floors, walls, and ceilings, rather than bouncing around like grenades. These explosives also do not detonate over time; instead, the Demoman must set them off himself, which he does by pressing the Secondary Fire button. This enables the Demoman to use his stickybombs in a variety of creative ways, the most common being to lay down fields of explosives near key points of a map.

NOTE

Only eight stickybombs can be placed at a time. If a ninth is fired, the first one placed automatically detonates to keep the count at eight.

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Stickybombs enable the Demoman to employ an inventive and useful maneuver: The stickybomb jump. By detonating an underfoot stickybomb while simultaneously moving forward and jumping, the Demoman can catapult himself to great heights in a similar fashion to the Soldier's rocket jump. This helps the Demoman quickly navigate vertical terrain to reach high ledges, where he may then rain grenades down on his foes. Stickybomb jumping is an advanced tactic that takes quite a bit of getting used to, however; it's more challenging to perform than a rocket jump, and it carries the same sorts of risks to the Demoman's health.

WEAKNESSES AND VULNERABILITIES



As with other classes, the Demoman's primary weaknesses are found within his unique arsenal. For starters, his grenades can be a mixed-bag in direct-combat situations: While direct hits are often fatal, such hits can be quite difficult to score against aggressive, mobile foes. It takes practice to become truly effective with his weaponry, and the Demoman's utter lack of traditional, bullet-based ordnance means no easy weapon-swap can fix the issue.



Also, like the Soldier, the Demoman is at risk of harming himself with his own weaponry—though this occurs far less frequently than when wielding the Soldier's Rocket Launcher. Still, enemies who rush the Demoman present a problem: Even a direct grenade hit can damage the Demoman with the splash effect of the blast. Since the Demoman has no Shotgun or Pistol to fall back on, he's left with few options. He can press on and hope for the best, lay down some stickybombs as he flees the scene, or switch to his melee weapon, the Bottle.

PLAYING THE DEMOMAN



Although lumped into the Defense class group, the Demoman's unique weaponry makes him a versatile character well suited to both defending territory and attacking the enemy directly alongside his fellow combat-oriented teammates. When going offensive, it's usually best to wield the Demoman's Grenade Launcher, as its projectiles explode on impact with enemy players (unlike stickybombs, which simply adhere to the enemy, forcing you to take the additional step of detonating them manually). Because grenades can be fired to bounce around at zany angles, they can go places no other class's weaponry can reach. Use this to your advantage: Launch grenades around corners, lob them up onto platforms, and bounce them into tight spaces, surprising and blasting your foes to bits. Even if your grenades miss their mark, they have the uncanny effect of flushing enemies out from behind cover, exposing them to your teammates' crossfire.



Angle your view upward to launch grenades farther than normal.



While an effective team-player on offense, the defensive game is where the Demoman truly shines. Lay stickybomb minefields at key locations such as access corridors and Control Points, keeping an eye on these areas and detonating your explosives from a safe distance whenever enemies attempt to come near. After placing your stickybombs, find a nice high ledge or similar vantage to perch upon (the stickybomb jump can help with this) and then rain grenades down on foes to cause widespread chaos. Enemy assault groups will find it difficult to advance when a Demoman's grenades are falling all around them!



Hold the Primary Fire button to launch stickybombs farther than normal. This is a great way to fire stickybombs near an enemy Engineer's Sentry Gun from a safe distance. Detonate several at once to destroy the weapon and deny its Engineer the chance to make repairs.



You may not want enemies to realize you've placed stickybombs until it's too late for them to escape. If so, try sticking them around the boarders of doorways or at the foot of ledges instead of laying minefields on open ground. Low ceilings can also be used effectively.



Because Demomen can be so frustrating to the opposition, they often become the targets of enemy Soldiers and Scouts. Both pose major threats to the Demoman's health, but it's important not to become involved in drawn-out melees with such adversaries. Your primary duties as a Demoman are to make enemy advancement difficult and costly, and to flush enemy defenders out from behind cover so your teammates may decimate them—not to defeat individual invaders who would make easier prey for other classes. You've no standard weaponry to fall back on, so it's best to make a tactical retreat when faced with a superior combatant and hope that he become distracted by other interests. Backpedal away from advancing foes, avoiding their attacks as best you can and striving to keep them at a medium range, where your grenades have the best chance of landing clean.

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COMBATING THE DEMOMAN



Demomen excel on the defensive side of things. As an attacker, you must keep an eye out for the Demoman's stickybombs placed near areas of interest, including access tunnels and Control Points. If you spy a collection of stickybombs, do your best to avoid them, or work at killing the Demoman who placed them to eliminate all of his stickybombs at once. If you're playing a Scout and are feeling your oats, try darting up close to a stickybomb field, then retreating immediately. You just might fool the Demoman into springing his deadly trap prematurely!

TIP

Shoot stickybombs to push them off of Control Points and away from critical access paths.



Like Pyros, Demomen can be lethal when they get the drop on you, but they don't fare well against enemies who assault them from afar. They've little response against long-range threats, so skillful Snipers and Soldiers can usually dispatch Demomen without much hassle. Classes that sport Pistols can also pepper a Demoman from a safe distance, whittling away at his health and giving him something to worry about. Proficient Scouts may choose to rush forward to blast the Demoman with short-range Scattergun assaults, using their superior speed and double-jump ability to dodge his inaccurate grenades. However you decide to combat a Demoman, know that the one place you do *not* want to be is within his medium range—at that distance, you become an easy mark for a skilled Demoman's grenades.

HEAVY



Starting Health: 300
Movement Speed: Very Slow
Primary Weapon: Minigun (Ammo: 200)
Secondary Weapon: Shotgun (Ammo: 6/32)
Melee Weapon: Fists

Heavy Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Minigun	4 pellet spread at 9 dmg each	0.1 seconds	Damage falls off rapidly over distance
Shotgun	10 pellet spread at 6 dmg each	0.625 seconds	Ideal for ammo conservation
Fists	65	0.8 seconds	Standard melee weapon damage and attack speed

NOTE

The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.

DEVELOPER COMMENTARY

HEAVY

Map: Gravel Pit
Commentary Node: 9/16

With its wide field of fire, the Heavy's Minigun lets players who don't have great twitch-aiming skills still wade into the thick of combat. To make up for the reduction in the value of the player's aiming skill, we amplified the importance of other skills. For instance, the windup time before firing, and the Heavy's reduced speed while firing, force players to anticipate both the start of combat and incoming enemy attacks.

SKILLS AND STRENGTHS



The Heavy's primary strength lies in his Minigun: A terrifying weapon of ridiculous destructive capability that quickly perforates any adversary foolish enough to stand before him. Like the Pyro's flamethrower, the Heavy's Minigun stores all of its ammo within its clip, so there's never a need to reload. It's rapid, burst-fire means there's no need for pinpoint accuracy, either: Heavies just spray and pray. And their prayers are usually answered in short order: No character class can withstand a direct short- or medium-range barrage from a Heavy's Minigun for more than a second or two.

NOTE

As the Heavy inflicts more and more damage on his foes with his beloved Minigun, his facial expression steadily changes from showing grim determination to bloodlust and ecstasy. No other combat class feels the thrill of battle quite like the Heavy!

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The Heavy's incredible toughness is another huge advantage. He enjoys the highest maximum health of all classes by a wide margin, owning 100 more health points than his closest competitor in this department, the resilient Soldier. This allows the Heavy to stand his ground, defending sites from invaders with his powerful Minigun and soaking up lots of punishment. The combination of high health and extreme lethality makes the Heavy one of the most formidable classes in *Team Fortress 2*.

NOTE

Heavies use their Fists as their melee weapons, and they can toss out a punch with either meat hook. Use the Primary Fire and Secondary Fire buttons to throw lefts and rights as you please. Both inflict the same damage, while the occasional random uppercut deals a triple-damage critical blow!

WEAKNESSES AND VULNERABILITIES



The Heavy's Minigun can quickly shred through any adversary—once it gets going, that is. It takes a moment for the weapon to wind up before it starts to fire, and the slight delay between the press of the Primary Fire button and the actual attack itself can be problematic when the Heavy is caught off-guard. Crafty opponents will take advantage of this time to pull off a quick attack, or simply flee out of the range of the Heavy's Minigun fire.



Speaking of the Minigun's firing range, the weapon loses a lot of its oomph when employed against distant targets. This is because of the Minigun's wide field of fire—a great advantage against nimble foes at close and medium range, but a significant drawback when the Heavy is looking to fire accurately on remote foes. And since the Minigun burns through ammo about as fast as the Pyro's flamethrower, wasting bullets on distant enemies can come back to bite the Heavy later on.



Although burly enough to tote a customized Minigun around, the Heavy gives up a lot in the speed department. He's the slowest class by far, easily outpaced even by the sluggish Soldier. Worse, the Heavy can barely move at all when planting his feet and wielding his Minigun, making him an easy mark for Snipers, Soldiers, and anyone else who wants to take a shot at him. And the Heavy finds himself a target more often than not: His noisy Minigun fire attracts all sorts of attention, and long-range support classes don't like seeing their advancing teammates fall to the Heavy's sheet of bullets.

PLAYING THE HEAVY



Thanks to the Heavy's high maximum health, straightforward nature, and lack of depth, he's one of the best classes new players can start with—especially when playing the defensive game, which in itself is far simpler than attacking. Use the Heavy to defend key regions of the map, laying down walls of lead at advancing enemies with his devastating Minigun. Find a good position to make a stand, ideally near some health and ammo pick-ups, and simply fire away.

TIP

When faced with a choice of multiple targets, it's often best to fire on the closest ones, even if they may not be the most threatening. The Minigun rips through nearby enemies at lightning speed, allowing you to bring them down fast and then turn your attention on more distant foes.

TIP

Spray an area with the Minigun to scan for cloaked Spies. Although a cloaked Spy is completely invisible, being struck by wayward fire makes him flicker into view for a moment, revealing his presence. The Heavy's Minigun is perfect for such random Spy detection.



Hold the Secondary Fire button to start the Heavy's Minigun spinning preemptively. This helps negate the momentary pause between the press of the Primary Fire button and the actual attack, allowing you to unleash the Minigun at a moment's notice. The Heavy moves at a painfully slow rate even while winding up his Minigun, however, so it's best to get into position first, then engage the weapon.

TIP

Use the Secondary Fire button to prep the Minigun while rounding corners and the like to be ready to deal with potential ambushes. The only drawback is that bushwhackers may hear the Minigun rev up and become alerted to your presence.

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Because the Heavy is such a loud and formidable presence on the battlefield, you'll often become the target of long-range assaults by enemy Snipers and Soldiers. While the Heavy is nimble enough to avoid long-range rockets, Snipers pose a far more significant threat. Keep behind cover and exercise caution when Snipers are about, and focus on shredding other foes that move forward and attempt to flush you out from your position. Call on your teammates to eliminate the Sniper so you can move about more freely.

TIP

Calling on a Medic is a great plan when playing a Heavy. The Medic-Heavy combo is a force to be reckoned with, easily capable of holding down an area for extended periods of time.

COMBATING THE HEAVY



When facing an enemy Heavy, strive to keep out of his Minigun's firing range. The farther away you are from Heavies, the better. Feed them rockets from afar as a Soldier and go for charged-up headshots as a Sniper. Launch stickybombs near him from range as a Demoman, holding down the Primary Fire button to charge up powerful, long-range shots.

NOTE

Even if a Heavy is being buffed by a Medic's support, a fully-charged headshot from a Sniper's rifle kills the Heavy instantly.



Because they're so slow, Heavy's are prime ambush targets for Pyros and fantastic backstabbing victims for Spies. After the initial flamethrower ambush, Pyros should pursue Heavies, torching them until you finish them off—Heavies have too much health to risk letting them flee after setting them aflame. As a Spy, work at sneaking past the enemy frontline by cloaking and employing a suitable disguise, such as that of a Sniper or Engineer—two classes that commonly position themselves near Heavies to defend important regions. Medics are also fitting disguises, as Heavies will often call upon them for a buff and then turn their backs. Be quick to take advantage with a backstab!

ENGINEER



Starting Health: 125
Movement Speed: Normal
Primary Weapon: Shotgun (Ammo: 6/32)
Secondary Weapon: Pistol (Ammo: 12/200)
Melee Weapon: Wrench

Engineer Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Shotgun	10 pellet spread at 6 dmg each	0.625 seconds	Ideal for close- and medium-range threats
Pistol	15	0.25 seconds	Ideal against long-range threats
Wrench	65	0.8 seconds	Standard melee weapon damage and attack speed; aids in building

NOTE

The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.



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DEVELOPER COMMENTARY

ENGINEER

Map: Hydro
Commentary Node: 11/17

Balancing the strength of the Engineer's AI-controlled Sentry Gun was one of the more difficult design problems in *Team Fortress 2*. If the gun was too powerful, only the most skilled players would be able to counteract it. If the gun was too weak, the Engineer would have no chance against skilled players, effectively eliminating any reason to build it in the first place. Our solution was to make the Sentry Gun essentially binary in the sense that it's lethal to opponents who don't take cover, but can't intelligently deal with enemies popping in and out of cover. This forces the Engineer to use his own secondary weapon skill to compensate for the Sentry Gun's corner weakness, while still making the Sentry Gun a formidable obstacle for any opponent simply attempting to sprint past it.

SKILLS AND STRENGTHS



The primary strength of the Engineer lies not in his standard weaponry, but in his ability to use metal and his Wrench to construct buildings and devices that greatly assist him and his teammates in holding and defending captured ground. Each of the various devices the Engineer can construct helps to support his team in a variety of ways:

Sentry Guns are useful for defending an area from would-be invaders. They're particularly lethal when upgraded by an Engineer, but even a base-level Sentry Gun poses a significant threat to enemy combatants.

Dispensers are support stations that supply friendly players with health and ammo. They also dole out metal to Engineers so they can continue building new devices and repair and upgrade ones they've built.

Teleporters enable slow-moving teammates such as Soldiers and Heavies to quickly reach the Engineer's forward base and the frontline of the current battle.

Engineer Buildings

Name	Metal Cost	Base Build Time	Base Health
Sentry Gun	130	10 seconds	150
Dispenser	100	20 seconds	150
Teleporters	125	20 seconds	150

NOTE

Engineers use metal to construct their buildings. Their current supply of metal is shown at the screen's lower-right corner (200 metal points maximum). Metal can be obtained through collecting ammo pick-ups (amount varies depending on the pick-up), dropped weapons (100 metal points apiece), parts left by a destroyed building (100 metal points apiece), or by visiting a resupply locker or erected dispenser.

NOTE

No progress can be made toward capping a Control Point while a defender stands within the boundaries of the point's Capture Zone. Obliterate all nearby defenders to begin capping the point.



An Engineer doesn't need to rely solely on his buildings; he can utilize his Shotgun and Pistol to defend himself against close- and long-range threats as well. Still, his greatest offense by far is his Sentry Gun: Without one, an Engineer is basically just a slow-moving Scout that's unable to double-jump or inflict severe Scattergun damage at short range. The Engineer should therefore build and upgrade a Sentry Gun as quickly as possible, using his personal weaponry to support it.

NOTE

Engineers earn kills whenever their Sentry Guns slaughter enemies. They can Dominate and score Revenge points via Sentry Gun kills as well.

WEAKNESSES AND VULNERABILITIES



The Engineer's greatest weakness is the time it takes him to construct his buildings. He therefore commonly requires protection from teammates while he goes about setting up a forward base. Lone Engineers are easy prey for most combat classes; their low health and lackluster arsenal aren't well-suited to repelling enemy assault forces without the support of their teammates and buildings.



The weakness of the Engineer is his reliance on metal. Without this precious resource, the Engineer can't construct buildings or fix them after they suffer damage. This forces Engineers to seek out ammo pick-ups, dropped weapons, and resupply lockers—until he's able to build a dispenser to acquire metal with greater ease, that is.

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NOTE

Engineer buildings are also destroyed whenever a match shifts to Sudden Death, which can be a real bummer.

PLAYING THE ENGINEER

The Engineer is an advanced class designed to help his team hold ground and defend captured territory. Players who enjoy the tactical side of combat will fall in love with the Engineer, while those accustomed to run-and-gun deathmatch gameplay will find the Engineer baffling at first. But with a bit of practice and forethought, anyone can play this unique class effectively. Teams benefit greatly from the help of hardworking Engineers, and thus this is a rewarding class to master.



As previously mentioned, the main role of the Engineer is to construct support buildings. However, as an Engineer, you must not only assemble these buildings, but also make sure to keep them in good repair. The Engineer's Wrench helps you in this task: Equip the Wrench and whack your buildings with it to produce the following effects:

- **Speed the construction of buildings (no additional metal is required)**
- **Repair buildings (up to 25 health points added per whack at a cost of 1 metal per health point)**
- **Upgrade Sentry Guns (up to 25 upgrade points added per whack at a cost of 1 metal per upgrade point)**
- **Restock Sentry Gun ammo (up to 40 machine gun rounds and 8 rockets added per whack at a cost of 1 metal per round and 2 metal per rocket)**
- **Remove sappers placed by enemy Spies (no metal is required)**

NOTE

If your team sports another Engineer, you can use your Wrench on his buildings to produce these beneficial effects as well. Friendly Engineers can support each other in a variety of useful and creative ways.

TIP

When you're playing an Engineer, the status of your buildings is always shown in the screen's upper-left corner. Use these HUD elements to quickly determine your buildings' states of health and the like, and be quick to react when they're in danger of being destroyed.

CAUTION

Enemy Spies can place sappers on your buildings to disable them instantly. Sappers also inflict steady damage to a building, eventually destroying it. Buildings that have been sapped give off electrical shocks and their HUD icons change to indicate their predicament. Whack sapped buildings with the Engineer's Wrench to remove the sapper, then work at repairing the damage (if you have metal to spare).



Your first task as an Engineer is an important one: Decide which type of building to construct first. This can be a difficult decision, because you're left largely defenseless without the aid of a Sentry Gun, which can be built in half the time it takes to erect a dispenser. On the other hand, you'll quickly run out of metal if you don't build a dispenser first. Since it's impossible to build both structures without obtaining additional metal (they together require 230 metal points), you must weigh your options carefully. The decision largely hinges on the current scenario: Is the site you've chosen to establish as your forward base close to ammo pick-ups or resupply lockers? If so, go ahead and build the Sentry Gun first, collecting metal from the nearby ammo pick-ups/resupply locker so you may upgrade the weapon. Then build your dispenser so you and your team can easily receive metal, ammo, and healing.

TIP

When placing buildings, press the Secondary Fire button to rotate the building 90 degrees, facing it whichever way you like. This is most important to the Sentry Gun: Although it can swivel 360 degrees to fire on foes at any angle, it turns somewhat slowly. Facing it in the proper direction ensures best results.



Of all the Engineer's buildings, Sentry Guns have the most going on. They utilize ammo to attack enemies and can be upgraded to a second and third level, enhancing their performance by a significant degree. Since you can have only one Sentry Gun out at a time, it's important to devote metal and Wrench work to upgrading the weapon as quickly as possible. This ensures that you get the most bang out of the Sentry Gun for your metal buck.

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The following table details the effects of leveling up the Sentry Gun:

Sentry Gun Level Stats

Level	Upgrade Cost	Health	Weaponry	Ammo	Damage Per Shot
1	130 metal (to build)	150	Machine gun	16	0.2 seconds
2	200 metal	180	Dual machine guns	16	0.1 seconds
3	200 metal	216	Dual machine guns and rockets	16 (machine guns); 100 (rockets)	0.1 seconds (machine guns); 3 seconds (rockets)

NOTE

When preparing to place a Sentry Gun, its targeting range is represented by a large, colored dome. Any enemy that moves within the confines of this dome will fall under the Sentry Gun's fire. If you can't see the walls of the dome, you know that the Sentry Gun is in position to cover the entire area.

NOTE

Place Sentry Guns in hard-to-spot areas where they won't be noticed by enemies until it's too late. Try to set them where Soldiers cannot easily target them with their rockets—at least, not without moving into the Sentry Gun's firing range.



Regardless of the order in which you choose to construct your buildings, you'll definitely want to set down a dispenser at some point. These buildings supply health, ammo, and metal to all nearby friendly players, aiding in your team's ability to hold a region by giving them a place to fall back on for resupply. Dispensers take quite awhile to construct (20 seconds at base), so it's important to pound them with the Wrench to speed up the process.

NOTE

Dispensers automatically generate ammo and metal over time. The dispenser's reserves are indicated by its large central dial.

TIP

In a pinch, place a dispenser within a tight doorway or narrow access tunnel to block access to a vital area, such as a Control Point. While this is far from the dispenser's intended use, its width and low metal cost make it ideal for use in this fashion.



Generally speaking, teleporters are the last things to build. After you have your forward base established with a dispenser and an upgraded Sentry Gun, set down a teleporter exit somewhere nearby. Then quickly return to your team's primary base (the place where you respawn when killed) and build a teleporter entrance right near there. Now your slower teammates can quickly reach your forward base. Your teleporter speeds them on their way to the frontline.

NOTE

Teleporters require a 10-second cooldown after each use, so fast units like Scouts should avoid using them. Advise teammates to save teleporters for sluggish Soldiers and Heavies, who'll gain more benefit from their use.

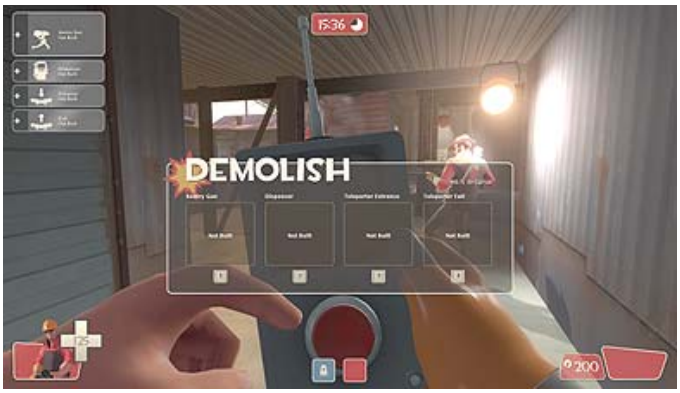
TIP

Teleporter exits can be placed anywhere you like, not just at your forward base. If you're feeling daring, move farther into enemy territory and find a sneaky nook to hide your teleporter exit, such as inside a small building or behind a large object.

NOTE

After teleporting, a character is covered by a glowing aftereffect that last for 10 seconds. This causes the character to leave behind a bright trail whose color matches that of the team owning the teleporter they used. If an enemy Spy uses one of his team's teleporters and then dons a disguise, the colored trail he briefly leaves gives away his true nature!

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Engineers giveth, and Engineers taketh away. If you decide you shouldn't have placed a building in a certain position, or if you find yourself in dire need of extra metal, use the Engineer's demolition remote to destroy buildings you've placed. Then be quick to reap up the remains of the building for up to 100 metal points.

COMBATING THE ENGINEER



As mentioned, the Engineer himself is a relative pushover for most combat classes; it's his Sentry Gun that merits attention. Sentry Guns can bring down any character class in a matter of seconds if given the chance, so treat these buildings with respect. Warn your teammates of Sentry Gun locations and strive to destroy them as quickly as possible. The Soldier is the ideal anti-Sentry Gun class, as his fire-and-forget rockets allow him to obliterate these stationary gun emplacements with minimum fuss. Other classes must make do with whatever long-range weaponry they may have at their disposal, including Pistols, the Demoman's Stickybomb Launcher (hold Primary Fire to charge up long-range shots), and the Sniper's powerful rifle. When forced to combat a Sentry Gun at close quarters, do your best to utilize cover, ducking out to pop off a shot or two and then quickly retreating before the weapon tracks you and opens fire.



Rockets, grenades, and stickybombs all have the added effect of creating splash damage that can kill a Sentry Gun's Engineer if he attempts to repair his weapon. Snipers should try to pick off the Engineer before unloading on his Sentry Gun to ensure he can't repair the damage.



An Engineer's buildings are most vulnerable while still being constructed. Blast them to bits before they're completed.



After they've successfully infiltrated the enemy line, Spies can place special sapper devices onto Engineer buildings, instantly disabling them and steadily inflicting damage. This creates a panic for the Engineer, forcing him to rush to fix his building with some fast Wrench work. While the Engineer is busy, the Spy may then attempt a backstab, though this can be difficult, as the Engineer will know an intruder's about.



Finally, whenever you notice the opposition quickly reaching the frontline and leaving behind a telltale glowing trail as they run about, you know an enemy Engineer has erected a teleporter exit somewhere nearby. Move to destroy the teleporter exit to stem the opposition's advance. Or simply wipe out the Engineer's forward base, leaving the teleporter exit behind. Set up an ambush site there—Pyros can get lots of easy kills from enemy teleporters!



Demomen can also spread stickybombs near the opposition's teleporter exits to blow enemy travelers to bits the moment they emerge.



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SUPPORT CLASSES

MEDIC



Starting Health: 150
Movement Speed: Fast
Primary Weapon: Syringegun (Ammo: 40/150)
Secondary Weapon: Medigun
Melee Weapon: Bone Saw

Medic Weaponry

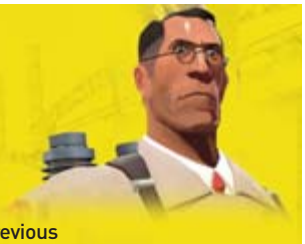
Weapon	Damage Per Attack	Refire Delay	Notes
Syringegun	10	0.1 second	Syringes quickly lose momentum through the air and fall
Medigun	12 (healing)	0.1 second	Heals and buffs allied targets
Bone Saw	65	0.8 seconds	Standard melee weapon damage and attack speed



The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.

DEVELOPER COMMENTARY

MEDIC



Map: Gravel Pit
Commentary Node: 16/16

The Medic is the main support class. Previous support classes we've designed had a variety of problems. They didn't require much skill, because they stayed back in the defended areas, which also kept them out of the funnest parts of the game. Worst of all, this meant they weren't even terribly useful, because they generally weren't near the players who most needed to be healed. We designed the *Team Fortress 2* Medic to solve these problems primarily by focusing on keeping him right in the thick of battle. Additionally, we designed the Medigun to be as easy to use as possible, so the Medics can focus on survival while healing teammates. Virtually no aiming is required, which lets Medics concentrate on following their heal target, who has a huge incentive to keep his Medic benefactor safe.

THE MEDIGUN

Map: Well
Commentary Node: 12/17

Our main goal when designing the Medigun was to build a strong relationship between the Medic and his healing target. We wanted to see what we would get if we focused on creating a tight loop between two players, instead of just thinking about getting the larger team to cooperate. The Medigun's design ensures that the Medic and his target are extremely conscious of each other, watching their health and relative positions, and making tactical choices carefully. We wanted there to be skill involved in being a good healing target, so that Medics would seek out and latch onto skilled targets. This helps foster the relationship we were after.

THE ÜBERCHARGE

Map: Gravel Pit
Commentary Node: 11/16

Invulnerability adds an element of pacing to the multiplayer experience, which otherwise tends to have fewer emotional highs and lows than a well-crafted single-player game. When an invulnerable Medic and his friends come running in, it's an extreme high point for them. It's also a rush for the defenders, who know that they've just got to hold on for ten seconds until invulnerability fades. Invulnerability also sharpens pacing by helping a team push through a defensive stalemate when the enemy team turtles up and refuses to come out of their base. Without a lack of defensive skirmishers, it's easier for the offense to build up the invulnerability charge without interruption. In addition, invulnerability is a great goal for the Medic, and rewards him for being an effective healer. We encourage the behavior by adding more charge when the Medic is healing injured teammates than when he's healing ones that are already at full health.

SKILLS AND STRENGTHS



The Medic's chief strength is his ability to heal and buff teammates with the use of his specialized Medigun. This unique gadget pumps out a stream of pure goodness, restoring health to the Medic's patient and even boosting the recipient's maximum health up to 150 percent beyond the class's default maximum. Naturally, such a boost is a fantastic benefit to both attackers and defenders alike, allowing these combat classes to remain in the thick of battle for much longer than they otherwise could.



Initially, the Medigun restores 12 health points every tenth of a second to its target, but this effect is increased the longer it's been since the recipient last suffered damage.

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NOTE

A character's health quickly drops to its normal maximum level when the Medic stops buffing him, so Medics must keep their Medigun trained on their teammates to keep their friends' health at superior levels.



As if constant healing and a 150 percent health boost weren't enough, Medics can also employ a special power known as ÜberCharge that causes the Medic and his Medigun target to become invulnerable (or "go invuln") for a full ten seconds. During this time, neither the Medic nor his patient will suffer any damage from any sort of attack. This potent ability allows Medics to assist their teammates in smashing through stalwart defenses or repelling seemingly hopeless base assaults.

NOTE

The ÜberCharge meter is shown at the screen's lower-right corner. The meter fills whenever the Medic is healing or buffing an ally, but it fills much faster when the target is wounded than when he's at full health.

NOTE

Invulnerable characters cannot capture Control Points until the invuln fades.



Finally, the Medic has the advantage of owning a natural healing factor that automatically increases his health over time. After suffering damage, Medics recover one health point every second, eventually gaining back two points per second and then three. The longer the Medic goes without suffering additional abuse, the faster he recovers. This is a nice advantage that allows the Medic to focus his efforts on healing his team rather than worrying about his own state of health. It also serves as motivation for the Medic to seek cover after suffering a near-death experience— something he should always look to do, especially when he's built up a respectable amount of ÜberCharge.

WEAKNESSES AND VULNERABILITIES



Medics aren't meant for frontline combat, and their low maximum health and lackluster (though uniquely awesome) weaponry makes this fact readily apparent. Their place is just behind the line, healing and buffing their team's combat classes so they can get the job done and come home. Medics are easily outmatched by just about every other character class, particularly those lumped into the Offense and Defense class groups. They must rely on their combat-oriented teammates for protection as much as their team relies on them for support.

PLAYING THE MEDIC



Medics are easy to play and offer outstanding support to a team, making them ideal classes for newbies to explore when first getting acquainted with *Team Fortress 2*. As a Medic, all you really need to do is master the fine art of Medigun healing. This isn't much work, as the Medigun is an extremely simple tool to use. Just take aim at a friendly ally, then press and hold the Primary Fire button to extend a colorful stream of healing to that character. You may then take your aim off the character and he'll continue to receive the Medigun treatment so long as you keep the button held down and remain within close or medium range.

TIP

When given a choice of targets to heal, your best options are Heavies, Soldiers, and Demomen. These guys often find themselves right in the thick of things and usually benefit greatly from a Medic's support. The classic Heavy-Medic combo makes for fantastic area defense: A full-on buff boosts the Heavy's health up to a whopping 450 points!

TIP

In chaotic battles with lots of movement, single out two different targets, switching between them to keep them both buffed.

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While healing your target, it's important to keep yourself as far out of harm's way as possible. Medics don't have a whole lot of personal health to rely on, so hang back several paces behind your patient, keeping behind cover whenever possible. The Medigun is designed to help you in this effort. It's effectiveness can extend out to medium range, intelligently following its target as he moves around moderate corners and the like. It won't follow your teammates too far or around sharp corners, however, so keep up as best you can.

TIP

Medics can heal and buff each other, allowing your team to create a daisy-chain effect of Medics healing Medics who are healing frontline combatants. This is somewhat difficult to arrange, but it's a great way to ensure your team's Medics—and their wards—stay in the fight for as long as possible.

TIP

While backing up your team as a Medic, stay on the lookout for enemy Spies that might try sneaking up to backstab key characters, such as Heavies and Snipers. You may not realize it's a Spy before it's too late, but at least you can spot him when he makes his move and alert your comrades to his presence.



Buffing your team's attackers and defenders is great, but you must keep up on healing the wounded as well. Your teammates will regularly press the Call for Medic button to holler out for medical attention when they're badly hurt. Whenever a teammate does this, a special icon appears on your HUD, pointing you toward the injured character. Follow this icon to quickly locate the wounded character and begin the healing process.

CAUTION

Once disguised as a member of your team, enemy Spies can call out for Medical attention, aiming to distract you from healing your friends. A disguised Spy always *appears* to be seriously wounded to Medics, so it's tough to this imposter apart from those in actual need. A good way to solve this problem is to ask that your teammates fire off a round or two whenever they call for help. Spies lose their disguise whenever they attack, so if the apparently wounded character doesn't fire, you know he's a Spy.



The Medic's ability to make himself and his teammates invulnerable for a short time can be a decisive factor in any match. Going invuln at the right time can turn the tide of a battle and help your team push through a fortified defense, clear out an area, or capture new ground. When things start going badly and you've got a full ÜberCharge, press the Secondary Fire button to go invuln. You become covered in an impenetrable glossy coating that matches your team's color and completely shields you against all attacks for ten full seconds. Furthermore, any teammate you target with your Medigun during this time is also given invulnerability for as long as the effect lasts. Knowing when to go invuln and when to save it for a better time is an important skill to master. When in doubt, go invuln—dying while waiting for the perfect moment is the worst thing that can happen!

TIP

If you're really good, you can quickly switch targets with your Medigun, keeping two characters invulned at once! This is extremely difficult to accomplish in the thick of battle, but the rewards can be great.

TIP

Build up your ÜberCharge during the downtime of a Setup phase by healing Soldiers and Demomen as they blow themselves up with their own weaponry. The faster you fill your ÜberCharge meter, the quicker you can gain the advantage over your foes.



Medics are really annoying to the opposition, so expect to find yourself on the receiving end of enemy ire at various points throughout a match. Your best option when being pursued is to backpedal and switch to the Syringegun, peppering your adversary with hypodermic needles as you retreat to safety. While the Syringegun isn't the greatest of weapons, its damage quickly adds up when hits are scored, and its rapid-fire nature makes it ideal when you're attempting a hasty withdraw from the battlefield. Whenever possible, try to fall back on a Sentry Gun placed by a friendly Engineer to quickly turn the tables on your tracker. Medics make for perfect bait in this fashion!

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COMBATING THE MEDIC



Many teams utilize Medics, and it's important to keep on top of these pesky foes. Allowing an enemy Medic to go invuln is one of the worst things that can happen in a match, so when faced with a combatant who's being buffed by a Medic, *always target the Medic first*. Inflicting damage on a Medic's patient only increases the rate at which the Medic's ÜberCharge meter fills, and it's usually easier to kill the Medic than his buffed-up companion. Work at dodging the Medic's beneficiary as you aim to take out the Medic himself. As previously mentioned, Medics are easy prey for just about every combat-oriented class, provided you're able to keep up with them and avoid their teammates' fire.



SNIPER

Starting Health: 125
Movement Speed: Normal
Primary Weapon: Sniper Rifle (Ammo: 25)
Secondary Weapon: Submachine Gun (Ammo: 25/75)
Melee Weapon: Machete

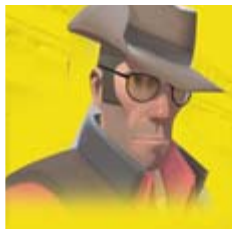
Sniper Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Sniper Rifle	50 (snap-shot); 150 (full charge)	1.5 seconds	Gains power as you look through scope
Submachine Gun	8	0.1 seconds	Ideal for close-range threats
Machete	65	0.8 seconds	Standard melee weapon damage and attack speed



NOTE

The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.



DEVELOPER COMMENTARY

SNIPER

Map: Gravel Pit
Commentary Node: 7/16

The Sniper Rifle was another tricky design problem. To meet player's expectations, a Sniper Rifle has to be able to kill an opponent with a single shot to the head. On the flipside, we need to ensure it cannot be snap fired from the hip with the same effect, because then, in the hands of an experienced player, it also becomes the game's most lethal short range weapon, negating the Sniper's primary weakness. To solve this, we implemented a charging damage meter that only appears when the Sniper is zoomed. This solution has several beneficial side effects: The low damage both while un-zoomed and at the initial zoom ensures that Snipers can't kill opponents with impromptu snap fire. The charge time means Snipers can deal out low-damage shots quickly or highly damaging shots at slow intervals, which allows opponents to overwhelm them with a coordinated rush. The high damage at the end of the charge rewards Sniper-esque behaviors, such as locating a decent vantage point and taking very deliberate shots.

SKILLS AND STRENGTHS



As his name implies, dispatching enemies from afar is the Sniper's strong suit. Through the use of his Sniper Rifle's powerful scope, the Sniper can sight enemies across incredible distances and pick them off one by one. No other class is capable of bringing death to distant enemies quite like the Sniper.



NOTE

The longer the Sniper views his surroundings through his Rifle's scope, the more powerful his next shot will be. This is indicated by a power meter that rapidly fills as the Sniper looks through his scope. A quick snap-shot inflicts only 50 points of damage, while a fully-charged shot inflicts 150 damage points.

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The Sniper is also the only class that has some measure of control over the regularity of scoring critical hits. Every headshot the Sniper scores on his foes deals critical damage, inflicting three times the normal amount of pain. This enables the Sniper to kill any adversary with just one shot: Even a rugged Heavy whose health is being fully buffed by a Medic can be killed by a fully-charged headshot from a Sniper's Rifle, as such a hit inflicts a whopping 450 points of damage (150 x 3 = 450).

NOTE

Only the Sniper Rifle inflicts critical damage on headshots. All other weapons in *Team Fortress 2* inflict standard damage no matter which portion of the body they strike.

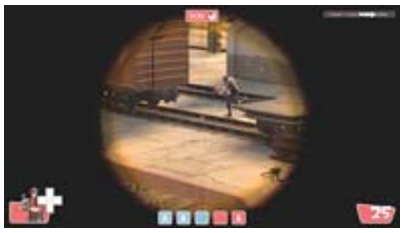


Although long-range combat is the Sniper's true strength, his Submachine Gun (SMG) can be used to great effect against close-range adversaries. The SMG sports a high rate of fire and respectable accuracy, making it the Sniper's go-to weapon when enemies rush in. This is a nice fallback weapon to have, because most opponents tend to rush Snipers to put them out of their element.

WEAKNESSES AND VULNERABILITIES



Although devastatingly lethal, the Sniper's Rifle also comes with many drawbacks. For starters, each round must be loaded individually after the weapon is fired, giving the weapon a horrendous refire delay and making each miss an agonizing experience. The Rifle also features no targeting reticle until the Sniper looks through its scope, which makes pulling off snap-shots from the hip quite difficult. Looking through the scope in itself is risky, as the Sniper loses significant mobility and an incredible amount of peripheral vision. This makes him vulnerable to attacks from all angles and an easy backstab victim for enemy Spies.



The Sniper Rifle also emits a bright colored dot while the Sniper views his environment through the scope. While this dot is intended to help the Sniper line up precision shots, it also serves to alert the opposition to the Sniper's presence. Sniper sighting dots are color-coded to match their team, so it's easy to tell when an enemy Sniper is about if he isn't careful to keep his sight concealed (more on this in the "Playing the Sniper" section).



Of course, the Sniper's greatest deficiencies are found in his short-range combat game. First, he ties with the Engineer and Scout for having the lowest health of all character classes—a huge drawback when faced with close-range opposition. Second, with no typical targeting reticle, his Rifle is next-to-useless against close-range foes and inflicts just 50 points of damage on a snap-shot from the hip (unless he somehow manages to score a lucky headshot and inflict triple-damage—an extremely rare occurrence). This means the Sniper must fall back on his Submachine Gun, which brings to light his third set of close-combat drawbacks: Although the SMG is quite effective against nearby enemies, it features a tiny clip size and a poor ammo reserve. Combined with the weapon's high rate of fire and need to score multiple hits to inflict significant damage, the Sniper can easily become overrun if he isn't careful.

NOTE

The Sniper can empty a full SMG clip in just 2.5 seconds.

PLAYING THE SNIPER

The Sniper is fantastic support for any team. He can be used effectively on offense or defense, helping to hold an important region with long-range fire or moving to back up his team's assault group. His many quirks and demand for precision aiming make him a somewhat challenging class to master though, so newbies may want to steer clear of the Sniper until they've mastered easier twitch-aimers like the Soldier and Scout.



As a Sniper, your first duty is to find a suitable position to hole up and pick your shots. Ideally, your Sniper perch should be elevated to prevent close-range attackers from easily reaching you. It should also feature some sort of cover you can duck behind while pausing to reload between Rifle shots. Health and ammo pick-ups are also great to have close at hand, though these are of lesser concern: Snipers shouldn't be taking much damage if they're being adequately supported by their team.

TIP

The best Snipers pay close attention to their teammates and strive to single out enemies who are giving teammates grief. Cooperate with your team and be quick to pick off enemies they flush out from behind cover.

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While killing any member of the opposition is great, your primary targets are slow-moving enemies such as Heavies, Soldiers, and opposing Snipers. These foes are easy to hit compared to swifter adversaries, and killing them is always of great value to your team. Enemy Demomen, Engineers, and Medics are also sound marks, though these guys are a bit faster and are often challenging kills. Hostile Sentry Guns are also prime targets, though it's best to eliminate their Engineer creators first so they cannot repair the Sentry Gun as you fire on it. After the Engineer is down, charge up a shot and blast the Sentry Gun, following up with another quick shot to finish the job. (You don't need to worry about charging up the second shot very much; even a fully upgraded Sentry Gun can't have more than 216 health.)

TIP

Take your time and charge up the Rifle's power meter to inflict heavy damage. Land charged headshots against more powerful enemies like Soldiers and Heavies, particularly when they're being buffed by Medics, to ensure one-hit kills.

TIP

If your power meter is fully charged, you don't need to worry about scoring headshots on weaker enemies. A charged shot is enough to kill Scouts, Engineers, Medics, and other Snipers by itself, without the additional critical bonus. Aim for these character's heads only when you don't have time to charge up a powerful shot.



After winging enemies with the Rifle, it's sometimes best to switch to the Submachine Gun and finish them off. The SMG is surprisingly accurate over range compared to other rapid-fire weaponry, and it usually doesn't take much to finish off an adversary you've already crippled with the Rifle. This is a particularly useful tactic to employ when the enemy is attempting to advance on you; switching to the SMG early can save you trouble in the long run.

CAUTION

Snipers are prime targets for Spies, so you must always watch your back. Clued-in teammates will fire off a round when moving near your position to allay your fears and prove they're not Spies. (A Spy loses his disguise whenever he attacks.)

COMBATING THE SNIPER



You've got to be aggressive when faced with a Sniper. Strive to get in his face and bring him out of his element. Because Snipers are capable of killing any character with just one shot from their Rifles, you must not allow them to relax in their perches. Keep pressure on them to prevent them from setting up powerful, accurate shots. Scouts and Demomen are ideal Sniper-rushers: The former can quickly get in a Sniper's face and blow him away with their Scattergun, while the latter can simply lob grenades up onto his perch. Experienced Soldiers can also give Snipers a tough time by bombarding them with rockets to keep them dodging and unable to take aim and fire.

TIP

Aggressive Soldiers should use their rocket jump ability to spring up to a Sniper's platform and blow the Sniper away with rockets or the Shotgun. This is extremely effective when being buffed or made invulnerable by a Medic.

TIP

Accomplished Spies own Snipers. Cloak to get behind enemy lines, disguise yourself as a suitable enemy class and then backstab the Sniper while he's taking aim through his scope.



Attempting to battle Snipers from range can be risky, but so can rushing them when they're well-entrenched and being supported by teammates. When combating a Sniper from afar, it's vital that you utilize cover and employ strafing maneuvers. Just one shot from a Sniper is often fatal, so juke left and right, ducking behind cover whenever you feel the Sniper is getting a bead on you and then popping out from a different angle to keep him guessing. Soldiers can prevent Snipers from settling in by unleashing relentless rockets from range, helping their teammates move forward to take the Sniper out. Sniper vs. Sniper combat can be truly interesting: If the enemy Sniper knows you're about, don't waste time charging up shots or risk missing by aiming for the head; simply try to wing him with a quick Rifle shot, then finish him off with some accurate, long-range Submachine Gun fire.

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SPY



Starting Health: 125
Movement Speed: Fast
Primary Weapon: Revolver (Ammo: 6/24)
Secondary Weapon: Sapper
Melee Weapon: Knife

Spy Weaponry

Weapon	Damage Per Attack	Refire Delay	Notes
Revolver	40	0.5 seconds	Slower than pistols but heavier damage
Sapper	N/A	N/A	Disables and damages Engineer buildings
Knife	40	0.8 seconds	Backstabs kill enemies instantly

NOTE

The values shown here indicate maximum (or "base") weapon damage. Almost all weapon damage falls off against distant targets in *Team Fortress 2*. Generally speaking, the more remote the target, the less damage they receive.

DEVELOPER COMMENTARY



SPY

Map: Hyrdo
Commentary Node: 16/17

The Spy is designed for players who want to outsmart their opponents. At a high level, his gameplay flow is to infiltrate the enemy team, move around while disguised, and use his instant-kill backstab to take out key enemies, usually Snipers, Engineers, and Medics. His invisibility cloak is designed to help him in two key situations. The first is in getting past the frontline, where players are most vigilant against enemies and most suspicious of friends not heading in the right direction. The second is in escaping from enemies who've seen through his disguise when he's within enemy territory. His Sapper was designed to allow him to easily take out unattended enemy Sentry Guns, forcing enemy Engineers to keep a close eye on their buildings.

SKILLS AND STRENGTHS



The two primary strengths of the Spy are his abilities to cloak himself, becoming completely invisible, and his skill at disguising himself to blend in with the enemy forces. While cloaked, the Spy cannot be seen by enemy combatants, nor tracked by hostile Sentry Guns. This grants the Spy a variety of advantages, helping him infiltrate the enemy ranks and make fast escapes when he's eventually sniffed out.

NOTE

Teammates can faintly see friendly Spies while they're cloaked. If a Spy suddenly decloaks near you and was completely invisible before, you know he's actually an enemy Spy disguised as a friendly one. (Spies can disguise themselves as other Spies.)

NOTE

While a Spy is disguised, he appears to his teammates to be wearing a funny paper mask, one that represents the class he's disguised as.



At any time, a Spy may choose to disguise himself as any class of character. They can don disguises even while cloaked, and they can change disguises as often as they like. Once a Spy has chosen a class disguise , he becomes enveloped in a thick cloud of smoke, quickly emerging in the exact appearance of the class he's selected. While disguised, the Spy wears the colors of the opposing team, and also assumes one of their player's names. For example, if the Spy chooses to don an Engineer disguise, he is automatically given the name of an Engineer on the opposing team to aid in his infiltration. If no Engineer exists on that team, the Spy is assigned a random name instead. Disguises allow Spies to move amongst the opposing team, creating panic and disorder in a variety of ways. Even enemy Sentry Guns are fooled by a Spy in disguise.

NOTE

Spies move at the same rate of speed as the class they've chosen to assume. The exception is when wearing the Scout disguise: Spies cannot move faster than their normal movement speed, and are therefore easy to spot when they disguise themselves as Scouts. Also, while cloaked, Spies move at their normal speed.

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To complete their disguise, Spies *appear* to take no damage from enemy attacks while masquerading as one of them, even though a disguised Spy does indeed suffer damage from enemy attacks.



The reason behind all this wacky subterfuge is to allow the Spy to make use of his two primary offensive strengths: The backstab ability, which instantly kills any enemy victim, and his electronic Sappers, which the Spy may place on Engineer buildings to disable and destroy them. Both are equally handy skills to employ, as they allow Spies to shatter enemy defenses without warning or thin the ranks of their assault groups by popping out of concealment to backstab enemy passersby.



There's no limit to the number of Engineer buildings a Spy may sap. Multiple buildings can be sapped in short order to effectively disable an enemy Engineer's entire forward base.

WEAKNESSES AND VULNERABILITIES



After reading the above strengths, you may think the Spy sounds like an unstoppable force on the battlefield. In the hands of a skilled player, he often can be. But there are many shortfalls to the Spy's various antics. Although his cloaking field makes him completely invisible to the enemy, the Spy is unable to attack or sap Engineer buildings while cloaked. He also cannot attack for a few seconds after decloaking. Furthermore, the invisibility cloak flickers whenever the Spy is struck by wayward hostile fire, and any time he moves into contact with an enemy (or vice versa). The cloaking field only persists for about 10 seconds as well, and it takes twice that long to recharge, so it's not always available to the Spy and must be managed with care. Also, it takes a moment for the Spy to become completely invisible, giving enemies a chance to witness him cloak, which naturally blows his cover.



While cloaked, the Spy monitors the status of his cloaking field via a meter that's shown on his high-tech wristwatch. The status of the Spy's invisibility cloak is also shown at all times by a meter at the lower-right corner of the screen. These meters are synced together, and when they become empty, the Spy is forced to decloak until his cloaking field recharges. The cloaking field can always be engaged while there's juice in the meters, but it quickly deactivates when the meters are low.



Spy disguises are far from perfect as well. As previously mentioned, changing disguises takes a moment while the Spy becomes enveloped in a puff of smoke, which can easily give the Spy away if he isn't careful. Disguises are also lost the moment a Spy attacks, including after he performs a backstab. Disguises are not lost when placing Sappers on Engineer buildings, but the very act raises immediate alarm and suspicion. Finally, Spies cannot capture Control Points while cloaked or disguised.



Spies are in grave danger once they've been discovered. For starters, their cover is often blown while messing about behind enemy lines, which places them at extreme risk of being killed. Spies are feeble compared to just about every other character class and are no match against combat classes in a straight-up brawl. Spies therefore rely on their invisibility cloak to make fast escapes, but as previously mentioned, this isn't always an option. The Spy is therefore one of the riskiest and most challenging classes to play.

PLAYING THE SPY

Spies are an advanced character class with a variety of strengths and weaknesses tied to their wide range of skills. Although they are complicated compared to most other characters, few other classes offer the incredible highs you get when kicking tail as a Spy. A skillful Spy can bestow benefits to his team on par with that of the Medic's ÜberCharge, helping his teammates take down a fortified enemy position by slipping past the frontline to disable Engineer buildings and backstab powerful adversaries for instant kills. No other class can generate the widespread chaos and disorder amongst the enemy that the Spy is capable of.

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TIP

Spies are typically best used after a match has unfolded a bit. This allows you to see what the enemy is doing and plan out your infiltration accordingly. It also helps to use straightforward muscle at the early stages of a match in an effort to smash your enemies and gain the early momentum advantage. In addition, if your team hasn't been using Spies, the opposition's guard will be down, and your first few espionage missions will come as quite a shock to your enemies.



Your first job as a Spy is to determine which disguise will be of most benefit to you—that is, which will be most likely to fool the opposing team into believing you're one of them. When making this decision, consider where you want to go as the Spy, then pick a class disguise that would likely be found near the area you're planning to infiltrate. Take the following examples:



• If you want to infiltrate the enemy's base, select the disguise of a Sniper, Pyro, or Engineer. Each of these classes are commonly found near bases, and none of them are expected to fire their weaponry too often. This makes your positioning and lack of weapons fire more believable.



• Looking to combat enemies that invade your team's turf? Choose the roll of a Demoman or Medic, as these are often found backing up attack groups, and also don't have reason to fire their weaponry as often as other classes.



• Scouts are poor choices, as you can't mimic their great movement speed or double-jump ability. Your slower movement speed alone is a dead giveaway.



• Spies are risky choices as well, as you give yourself away when you cloak. If you really were a friendly Spy, you wouldn't become completely invisible to the opposing team when you engage your cloaking field.



• No matter what your intentions are, it's important to avoid mimicking the exact class of the character you're aiming to assassinate. You're assigned the moniker of a member of the opposing team each time you don a disguise, so if you disguise yourself as a Sniper and then move to take out an enemy Sniper, he might see that you have his same name, which tells him immediately that you're a Spy. This is of lesser concern to accomplished Spies who rarely give their enemy the chance to see them coming.



• Above all, never use your team's transporters as a Spy. The afterglow trail that follows you after transport essentially screams your true identity to the opposition.

NOTE

Your current disguise is always shown at the screen's lower-left corner, right next to your health. Each time you change or lose a disguise, a large icon splashes across the screen as well.

NOTE

While you are disguised, pressing the Call for Medic button alerts enemy Medics to your plight, not friendly ones. Spies often call for Medics in this fashion to distract enemy Medics from healing their teammates. You can even trick them into using their ÜberCharge to make you invulnerable! This is somewhat risky though, as the Medic will most likely follow you about and quickly become suspicious of your lack of gunplay.



After you've decided on your disguise, your next task is to infiltrate the enemy ranks. Your cloaking ability is vital at this stage: Allowing the enemy to witness you running out from your team's base is a dead giveaway that you're actually a Spy in disguise. Get as close to the frontline as you can (behind it, preferably) and then press the Secondary Fire button to activate your cloak and become invisible. Rush forward and seek out a place to hide while you decloak, then join the fight, playing the part of the disguise you've chosen to help you blend in.

CAUTION

Keep away from enemies and friends alike while cloaked. Bumping into an enemy or being struck by a wayward bullet causes your cloaking field to flicker, revealing your presence for a moment. This instantly blows your cover and causes the opposing team to become alert to the presence of a Spy.

NOTE

If cloaking isn't an option, try backpedaling out from your team's base while disguised as the enemy. While this is the poor man's brand of deception, it helps make your withdraw from the "enemy" base a bit more believable to "friendly" onlookers. Calling for a Medic adds another layer of legitimacy to this ploy: You're wounded and in need of help! (No, really!)

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All right: You've picked out a worthy disguise, sneaked past the enemy defenses, decloaked, and are in position to wreak some havoc. Now what? Hopefully you spotted a few worthy backstab targets along the way because that's what you're here to do. Snipers, Heavies, Demomen, and Engineers are all fantastic backstab victims. Medics are a close second: They make great kills, but they don't pose nearly as much threat to your continued existence. When the chance permits, move behind one of these targets and bury your Knife into their backside. Ta-da! Instant kill.

CAUTION

Avoid using the Spy's cloaking ability to slip behind enemies for Zto attack while cloaked, and you can't attack for a few seconds after decloaking, either. Furthermore, you want to keep plenty of juice in your cloaking device so you can make a fast escape when the time comes.

NOTE

No matter which Spy weapon you're currently wielding, to your enemies, you always appear to be carrying your class disguise's primary weapon.



Sapping Engineer buildings is another important duty of the Spy. Sentry Guns can be a real problem for your teammates, so go after those first. It's critical that you sap nearby Sentry Guns before attempting a backstab, because you lose your disguise the moment you attack. This causes surrounding Sentry Guns to quickly round on you and open fire, which is never a good thing. Sap those Sentry Guns first to disable them, then go after their Engineers.

NOTE

You don't lose your disguise while sapping, so sap as many buildings as you can to give the Engineer plenty to worry about. This helps you perform a backstab on the Engineer as he rushes about, Wrenching his buildings in an effort to remove your Sappers and repair his devices.



It doesn't take long for the enemy to realize when a Spy's in their midst. Once you've been made, immediately activate your cloaking device and flee the scene. Do your best to dash along behind cover so the enemy cannot fire on you to disrupt your cloaking field and track your location. If the current battle is frantic, you may not need to run very far before stopping, choosing a different disguise, and then cloaking again to return to the fray.

NOTE

Change disguises often to keep your enemies guessing.

COMBATING THE SPY



Spies are usually quite easy to kill once identified, so therefore the trick lies in detecting them. Familiarity with your teammates is your best defense against Spies. If you know what classes your friends like to play, you should be able to quickly sniff out Spies just by sighting players to view their names. When playing with a random group, advise your team to fire a few "greeting" shots or perform taunts each time they encounter a friendly face to prove their identity. (Spies cannot taunt while disguised.)

TIP

Heavies should lay down a quick spray of Minigun fire from time to time in order to sweep an area for advancing cloaked Spies. Engineers must be quick to remove Spy Sappers from their buildings, but also cautious of a potential backstab while they go about the task.

TIP

Friendly players can pass right through one another, but you'll always bounce off a Spy in disguise. Standing in narrow doorways and the like is a good way to test for Spies.



As soon as you've sniffed out a Spy, warn your teammates and take pains to eliminate him as quickly as possible. You don't want him fleeing, only to wreak havoc again moments later! Shotguns and rapid-fire weapons are ideal ways to combat Spies, as their widespread shots prevent the Spy from cloaking effectively. Spies don't have much health or great means of self defense, so be quick to give them what they deserve.

CAUTION

Face your front toward Spies at all times. You're just asking for a backstab when you turn your back to them!

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GRAVEL PIT



MAP LEGEND

- CP — CONTROL POINT
- A2 — MEDIUM AMMO
- A3 — SMALL AMMO
- M2 — MEDIUM HEALTH PACK
- M3 — SMALL HEALTH PACK
- RL — RESUPPLY LOCKER

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OVERVIEW

Gravel Pit is an Attack/Defend Control Point map. One team must endeavor to capture all three of the map's Control Points, while the opposing team strives to defend these points from capture. After the attackers have capped a point, the defending team has no chance of reclaiming it and must fall back to defend the next point. Time is also added to the clock whenever the attackers cap a point, giving them more time to work with. The attackers win the round by capping the map's three points, while defenders claim victory if they manage to hold even one of the points until time expires. When the round finally concludes, the teams switch sides and a new round begins.

NOTE

See the Match Types section of the *Team Fortress 2* Training chapter for general Attack/Defend match strategies and information on Control Points.

Site A or B in any order they choose. They can even divide themselves to strike at both points if they like. Point C remains locked and unavailable for capture, however, until Control Points A and B have both been capped by the attackers. This causes matches to build to white-knuckle finales at Control Point Site C.



Upon exiting their base, attackers may bear left to enter a short tunnel network that leads them to Control Point Site A. The tunnels offer two separate exit points to the area, one to the northeast and the other to the northwest, and they're great places for defending Demomen and Pyros to set up sneaky traps and ambushes. Site A itself is a wide-open space filled with small shacks and giant boulders that can be used as cover by all players. The huts make great places for Spies to hole up while decloaking or swapping disguises, while Scouts, Soldiers, and Demomen can use their unique jumping abilities to reach the shacks' rooftops. Doing so helps Scouts traverse the area with greater speed and security, and allows Soldiers and Demomen to rain their individual brands of explosives down upon their foes. Site A also features three additional access points to the west, two of which lead to tunnels that stretch to Control Point Site C. The third access point leads toward Site B.

TIP

Any character class can reach the northeast shack's rooftop by jumping along the low wall and boulders to the south. Pyros can remain crouched up there, ready to descend upon unwary attackers.



Control Point A features three main access points: one to the east (accessible via a ramp), one to the south, and a wide opening to the north, which can only be reached by Soldier/Demoman rocket/sticky bomb jumps (Scouts can't quite reach it with a double-jump). Defending Engineers should hide Sentry Guns behind the structure to surprise any attackers who try to sneak around and breach the south entry. Soldiers, Demomen, and Heavies should fire out from the wide northern opening to slaughter advancing foes. The attacking team must utilize the area's plentiful cover as they push to cap the point, sending Spies to sap hostile Sentry Guns, and using Soldiers and Snipers to support their rush forces from range.

TIP

The chamber below the Control Point shack provides cover and sports a medium health pack. Ammo pick-ups can be found behind the Control Point and in the center of the area as well.

CONTROL POINT SITE B



The attacking team may want to tackle the Control Point at Site B first. Bearing right from their base sends them through another short tunnel network that lands them at Site B. This area is a bit tighter and more vertical in nature compared to Site A, but it's also similar in that it offers five access points: two to the east, which connect to the attacking team's base, and three to the south. Two of these lead into Control Point Site C, and the other extends toward Site A. Site B also features an enclosed Control Point similar to Site A and a small shack and large rock formation, and both of which can be exploited in the aforementioned fashions.

TIP

Through the use of his rocket jump ability, the Soldier can soar onto Site B's rooftop for an ideal view of advancing enemies. He's the only class capable of reaching the structure's roof.

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The structure that houses Site B's Control Point features a number of access doors and windows. Some windows feature bullet-proof glass that affords attackers and defenders safe views of the opposition, while others are glass-free, enabling Demomen on both sides to lob grenades into the building or outward at their foes. Again, the far side of the structure makes a good hiding spot for Sentry Guns, while Demomen can lay stickybomb fields at each access point to make approaching the point a lethal venture.

TIP

Scouts can double-jump onto the structure's southeast landing from the ground, quickly reaching the small health pick-up that floats there and moving to cap the point with all speed. Soldiers and Demomen can also use their special jumping skills to land atop this raised platform.

DEVELOPER COMMENTARY

DEFENSIBLE BUILDINGS

Map: Gravel Pit
Commentary Node: 5/17

Height is useful feature when designing defensible buildings. For instance, the Cap B building needs to be defended from all directions. The height and windows on all sides give defenders in this building an advantage when launching rockets and grenades from within. Bulletproof glass in some windows lets them safely view approaching enemies.

BULLETPROOF GLASS

Map: Gravel Pit
Commentary Node: 6/17

Bulletproof glass is a useful design tool in strongly defended areas, such as around Control Points. It gives the offensive team a chance to see enemy defenders and Sentry Gun positions, while affording the defensive team a good view of the gathering attackers. This is often crucial for the defense, if the offense is waiting for a Medic's invulnerability charge.

CONTROL POINT SITE C

DEVELOPER COMMENTARY

COMBAT SPACES

Map: Gravel Pit
Commentary Node: 4/17

When designing areas for high levels of combat, we try to avoid complexity and chaos. Complex geometry confuses players, making it hard for them to track enemies, and interfering with their movement and aiming during combat. The most chaotic combat tends to occur when the size of the room fails to support the number of players fighting in it. In this final area of the map, we wanted a freeform battle to rage for some time before anyone could achieve a decisive victory. To achieve this, we built a wide-open area with several entrances, and gave players a variety of attack and defense options at various heights. Rather than depend on elevators and ladders, we relied on ramps, since these allow freedom of movement at all times, instead of confining players. Through playtesting, we made many changes to the dimensions of the room, the size of cover elements, and the size of the entrances, thus ensuring the area could accommodate a battle of many players.



Site C houses the third and final Control Point, and it's the most unique area of the three. The region is dominated by a three-story tower, atop of which lies the last Control Point that the attacking team must capture. This tower setup affords defenders a fantastic 360-degree view of the entire area, enabling them to easily monitor all access points and open fire the minute they notice their enemies' advance. Sentry Guns can be set on any of the tower's landings to provide effective and reliable cover. The attackers will need to employ Soldiers and Spies to obliterate and sap the defending team's Sentry Guns or they'll have a tough time of breaching the defenses to cap the point. The defending team certainly has the advantage here, so it's in the attackers' interest to cap points A and B as quickly as possible so they have plenty of time to work with as they struggle to claim victory at Control Point C.

NOTE

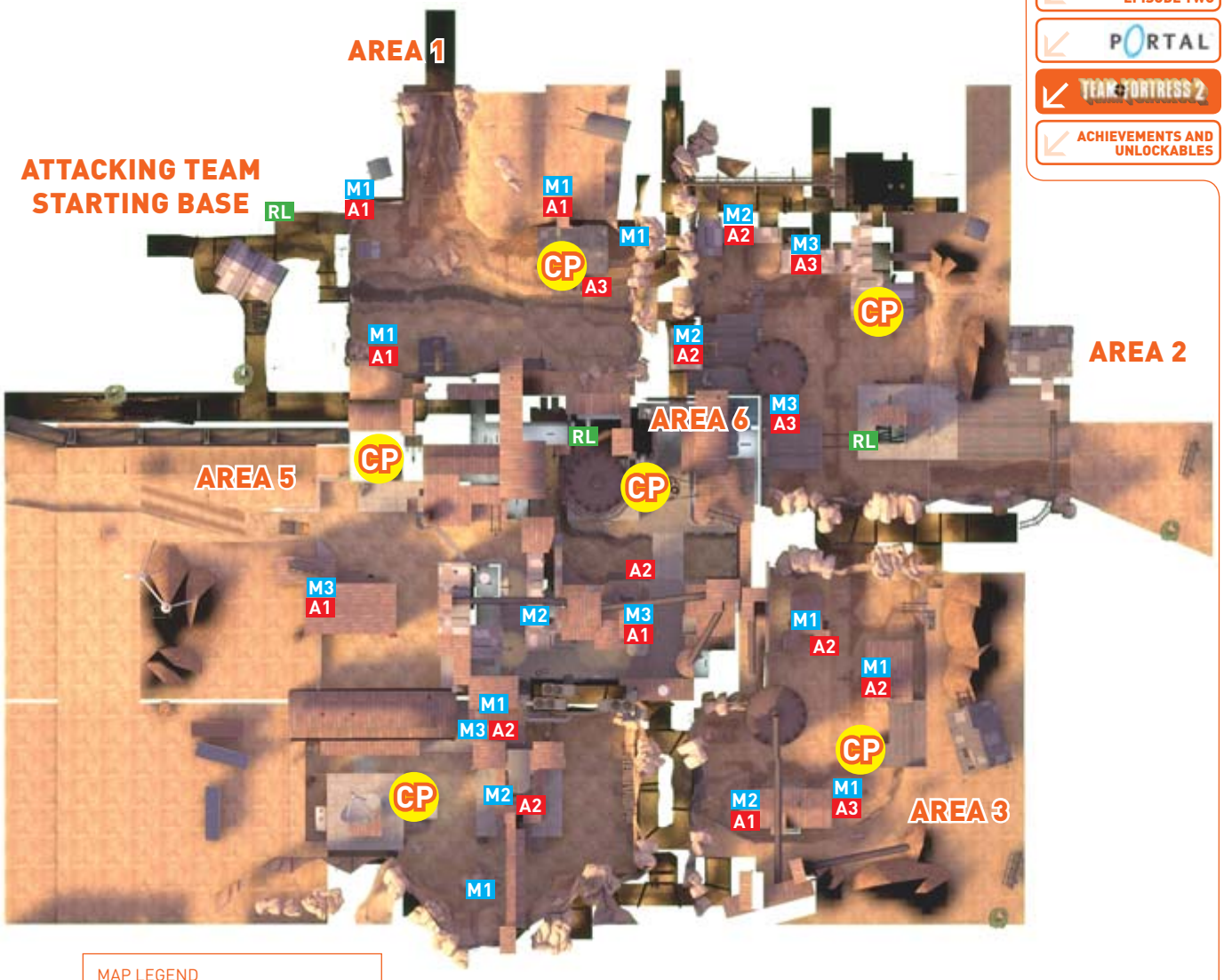
Defending players always respawn in the western shed, which serves as the defending team's base. This has the advantage of keeping the defenders close to the final Control Point even after they've died, but the drawback of forcing them to navigate Site C to reach and defend Sites A and B.



The Soldier's rocket jump is extremely valuable here: It allows the Soldier to quickly scale the central tower without bothering with its ramps. Once atop the tower, Soldiers should work together with Snipers to pick off advancing foes. Demomen and Heavies are better off keeping to the area's side ledges and laying down stickybomb fields and walls of lead to thwart their rivals.

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DUSTBOWL



MAP LEGEND

- CP — ITEM
- A1 — LARGE AMMO PICKUP
- A2 — MEDIUM AMMO PICKUP
- A3 — SMALL AMMO PICKUP
- M1 — LARGE HEALTH PACK
- M2 — M2: MEDIUM HEALTH PACK
- M3 — M3: SMALL HEALTH PACK
- RL — RESUPPLY LOCKER

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OVERVIEW

Dustbowl is an Attack/Defend Control Point map that's divided up into three unique sectors. One team must endeavor to capture all six of the map's Control Points (two at each sector), while the opposing team strives to defend the points from their adversaries. After the attackers have capped a point, the defending team has no chance of reclaiming it and must fall back to defend the sector's second point. Time is added to the clock whenever the attackers cap a point, giving them more time to work with. The attackers win each round by capping the sector's two points, eventually claiming victory if they manage to cap all six of points on the map. Defenders win the day if they're able to hold even one of the map's Control Points until time expires. When the match finally concludes, the teams switch sides and the action begins again in a new game.

NOTE

See the Match Types section of the previous *Team Fortress 2* Training chapter for general Attack/Defend match strategies and information on Control Points.

FIRST SECTOR (ROUND 1)

AREA 1



Unlike Gravel Pit, the attacking team must capture each point in a preset order here at Dustbowl. The map's three individual sections are always visited in the same order as well, so both teams know where to expect to face each other. The first area that falls under contention sports a wide chasm that Scouts can easily double-jump across to navigate the area with great speed. Soldiers and Demomen can use their weaponry to either boost themselves across the chasm, or to quickly soar up from its base. The area also features two small shacks inside which health, ammo, and shelter can be found.

TIP

The defending team may want to station a Pyro, Soldier, or Demoman atop the supply shacks to ambush the attackers as they storm from their base. One shack's roof is easily accessible via a slanted ladder that acts as a ramp, while the other requires a rocket or stickybomb jump to reach it.



The first point the attackers must capture is sheltered within a small wooden structure that stands just outside their initial base. Demomen and Soldiers are great at storming and capturing this first Control Point, which the defenders should look to hold by setting stickybomb traps and placing Sentry Guns with Demomen and Engineers. The interior of the CP structure is dominated by a staircase with a small landing; the landing is an ideal spot for a defensive Sentry Gun. Heavies backed by Medics will also help when it comes to defending this enclosed Control Point.

TIP

Defenders should try to pick off the attacking team's Soldiers, Demomen, and Medics with long-range Sniper fire as the attackers first storm out from their base. To reduce the number of initial casualties, the attackers should utilize all three of their base's exit points.

AREA 2



After capturing the first Control Point at Area 1, the attacking team must hurry eastward through the nearby tunnels to reach the next point at Area 2. The faster they get there, the better their odds of capping the point before the defenders can get settled. Ideally, the defenders will have already set down a Sentry Gun or two to help secure the map's second Control Point while the attacking team was busy capping the first. This provides the defenders an early advantage in holding the second Control Point should the first one fall.

NOTE

The yellow mesh gate leading from Area 1 to Area 2 is a one-way door; it only opens for players moving from Area 1 to Area 2. All similar-looking gates function this way in Dustbowl, so don't expect to be able to retreat through them!

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The second Control Point is also inside a shedlike enclosure, but the structure is a bit larger than the one at Area 1 and features a wide western entrance. Attackers can also breach the point through a side tunnel that accesses the structure from the north. Defenders should station Heavies, Soldiers, Demomen and/or Medics at the point to defend its western entrance. The side tunnel leading into the Control Point structure is a good place for a Sentry Gun, as are the many ledges and walkways about the area. Snipers stationed on the ledges near the Control Point are a good idea as well.

TIP

Defenders must remember to place Sentry Guns where they cannot easily be targeted by long-range rockets and the like, while attackers must utilize Spies, Soldiers and Demomen to safely destroy these threats.

SECOND SECTOR (ROUND 2)

AREA 3



Capturing the second Control Point brings the first round of the match to a close. The teams are then brought to the map's second sector, where two more Control Points await contention. The attacking team begins inside a tight bunker that separates Areas 2 and 3, while the defenders spawn inside a distant bunker near the fourth Control Point. As before, the round kicks off with a brief Setup phase, allowing the defenders to take up position and prepare for the coming invasion.

Ideal defensive tactics include positioning the usual fare of Sentry Guns, Soldiers, Snipers, Heavies, and Demomen about the raised Control Point platform to keep it locked down, supporting these combat classes with Medics. The shed at the area's northwestern corner also makes for a perfect Pyro/Demoman ambush site due to the large hole in its roof. Soldiers and Demomen alike can use their special jumps to reach the awning of the structure that overlooks the Control Point platform, and lie in wait to ambush attackers that move to cap the point.

TIP

Defending Soldiers can also rocket jump onto the roof of the large southern supply bunker for an ideal long-range attack vantage.



Since this sector's first Control Point sits atop a raised platform, attackers must jump up the barrels and crates stacked about the platform to reach the point from the lower trail. The platform can also be reached more directly by moving through the area's northeast shed, though this structure is usually heavily defended. Soldiers can rocket jump onto the Control Point platform of course, and there's a sneaky side alley that runs along the area's eastern edge that should be exploited. Demomen are fantastic at lobbing grenades up onto the raised CP platform from the lower trail, provided they're being covered by their team against potential long-range fire from Snipers, Soldiers, and Sentry Guns. Once the enemy has been pushed off the Control Point ledge, it's usually quite easy to defend the point until the capture process is complete.

AREA 4



The map's fourth area is unique in that its Control Point doesn't often start as the combat hotbed. Instead, a lot of the early action occurs in and around the large warehouse to the east of the raised CP platform. The warehouse's many ledges and walkways make it a perfect area for defending Pyros and Demomen to ambush foes. Setting a Sentry Gun on the western ledge across from the Control Point is a sneaky way to shred attacking Scouts that manage to sprint past the chaos. As always, the elevated Control Point is best defended by Soldiers, Demomen, and Heavies backed by Medics.

TIP

Hide a Pyro behind the large southern rock formation to surprise any attackers hoping to avoid the chaos of the warehouse by taking the long way around.



The attacking team has a tough time of it here. Their best option usually involves dividing their forces, sending one group smashing through the warehouse and another to infiltrate by way of the southern trail. This forces the defenders to scramble and determine which assault group poses the greater threat. Spies can be of great value here, backstabbing entrenched defenders and sapping deviously positioned Sentry Guns. If the Control

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Point isn't being held by Sentry Guns or Heavies, Scouts can maneuver freely about the area near the CP platform, blasting defenders with their Scatterguns and then moving to cap the point with all speed.

FINAL SECTOR (ROUND 3)

AREA 5



If the attacking team succeeds in capturing the fourth Control Point, battle shifts once again to the map's third sector, where the last two Control Points lie. Both teams begin this final round in their respective bunkers, with the attackers being close to the fifth Control Point and the defenders spawning in near the sixth. The defending team should use their Setup phase to fortify a position near the fifth point, sending Engineers upstairs to place Sentry Guns on the ledges that border the mouth of the narrow, winding pathway that runs between the sector's two CPs. This enables the Sentry Guns to fire on the attackers as they make for the fifth Control Point, and also positions them to defend the pathway leading toward the final CP should the fifth point fall.



Build a Sentry Gun on the raised landing to the south of the Control Point to set up a crossfire between it and the ones you've set on the pathway ledges.



The elevated ledges and walkways that border the central pathway are quite intricate and hold many useful pick-ups. They're of great benefit to the defending team at first, and become more useful to the attackers after they manage to cap the fifth point and push their enemies backward. Learn the layout well so you may take full advantage of high ledges.



Attackers will need Soldiers and Demomen backed by Medics to help them take the fifth Control Point. These classes should rush forward, fully prepared to fall under heavy fire as they move to cap the point. A Sentry Gun is almost guaranteed to be placed on the tall landing south of the point, so the attacking team should aim left as they advance and make destroying that Sentry Gun their chief priority. When the southern landing is clear, the Capture Point can be assaulted with greater ease.



Spies can be a great help in dealing with enemy Sentry Guns and Snipers. Attacking team Medics should strive to survive so they can build up their ÜberCharge meters, then go invuln to help there teammates clear the area.

AREA 6



The sixth Control Point is a tough nut to crack, as killed defenders always respawn in the bunker that's right behind it. This puts them in excellent position to defend the point from the moment they respawn. It also enables defending players to change classes on the fly, and to restock their health and ammo in seconds flat. To balance this out, the point takes just seconds for the attackers to cap, so the slightest mistake can spell disaster for the defenders.

Defenders must be quick to rally around the sixth Control Point the moment the fifth one falls. Engineers should construct Sentry Guns on the elevated southeastern and southwestern walkways so they'll fire on any enemy who rushes for the point. Demomen should back the Engineers up, using stickybombs and grenades to deny the attackers access to the ledges from the southern pathway. Snipers and Heavies should take up position right near the point, where they're able to step onto it at a moment's notice to block enemies from capping it. Each Heavy should have a Medic buffing him, as these will be the defending team's last line of defense.



The defending team's Heavies should periodically spray for cloaked Spies attempting to sneak up to the Control Point. teammates clear the area.



At first, the attackers must strive to secure the elevated walkways to the south of the Control Point, and not the point itself. Sentry Guns must not be allowed to remain on those two walkways or the attacking team will find capping the point next to impossible. Soldiers and Pyros backed by Medics should storm these walkways, working steadily until they manage to take them over. The Medics will gain ÜberCharge while assisting in this task, which they should then use to go invuln and help their team secure the final point.

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TIP

Once the walkways have been secured, the Pyros can keep the enemy out while Soldiers bombard the point defenders with rockets.

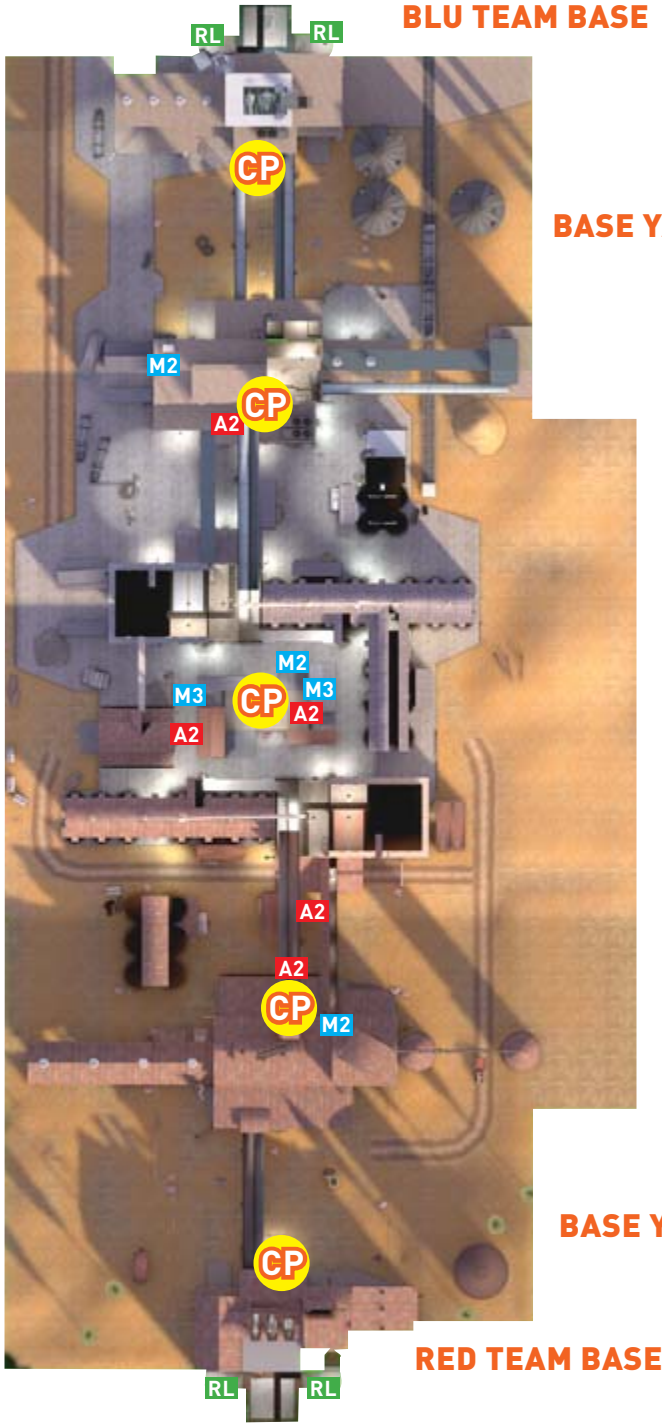
TIP

The attacking team's Spies should take the long way around, using the lower tunnel and ravine staircase to get close to the Control Point without putting themselves at risk of being detected.

GRANARY

MAP LEGEND

- CP — ITEM
- A1 — LARGE AMMO PICKUP
- A2 — MEDIUM AMMO PICKUP
- A3 — SMALL AMMO PICKUP
- M1 — LARGE HEALTH PACK
- M2 — M2: MEDIUM HEALTH PACK
- M3 — M3: SMALL HEALTH PACK
- RL — RESUPPLY LOCKER



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OVERVIEW

Granary is a symmetrical Linear Capture Control Point map. Both teams must vie for dominance here, battling to capture and then defend each of the map's five Control Points. Each team begins with two Control Points under their rule: one right near their base, and another just outside their base's perimeter. The map's central Control Point always begins as neutral and is up for grabs at the start of each round.

In a Linear Capture bout, Control Points cannot be capped unless a team holds ownership over the preceding point. This means the only point available for capture at the start of each match is the central, neutral CP. After a team has capped that point, they're free to attempt capture of the opposing team's perimeter point. After the perimeter point has fallen, that team's base CP becomes vulnerable and up for grabs.

Unlike Attack/Defend matches, Control Points can be recaptured in a Linear Capture match. As long as a team still has ownership over at least one Control Point, they always have a chance to regroup and bounce back.

NOTE

As teams capture new ground, they begin to respawn closer to enemy territory. This helps them return to the frontline more quickly after being killed, increasing momentum.

NOTE

For more on Linear Capture matches and Control Points in general, please see the Match Types section of the *Team Fortress 2* Training chapter.

BASE YARDS



Linear Capture maps are symmetrical, so both teams will be attacking and defending similar ground. Just outside each team's base is a wide-open yard void of just about everything—including cover. These yards each hold an important object, however: the team's base Control Point. It's game over if these CPs fall, but don't worry: The enemy must capture your team's perimeter CP before they can strike at this one.

Due to the yard's lack of cover and the brevity of the base point's capture time, defending your base CP is extremely difficult. Try not to let the match fall to this! Your only advantage is the fact that your base is so close by. Soldiers and Heavies should stand by to defend the point itself, while Demomen backed by Medics should move up to combat the enemy at the doors leading into the yard. The central elevated ramp must also be monitored: It makes a fine Soldier/Sniper perch.



When storming the enemy's base, teams should utilize all three access points from the perimeter warehouse to assault the base yard from all directions. This gives the best chance at punching through the enemy line and opening fire on the defenders near the point itself. Medics should hang back and build up ÜberCharge to aid in the final push with well-timed invulns.

PERIMETER WAREHOUSES



Base yards stretch toward large warehouses that house each team's perimeter Control Point. The warehouses feature stairwells and walkways that are far easier to defend from the enemy than the wide-open base yard. Engineers should construct Sentry Guns on the high walkway that overlooks the Control Point to rain missiles and bullets down upon would-be cappers. Soldiers, Demomen, and Pyros are well-positioned atop the walkway and inside the adjoining stairwell as well.

TIP

Teams may use the long grain shafts on the warehouses' second floors to quickly and safely cross the exterior perimeter yards. The shafts land players right near the entrance to the central yard.



Although the perimeter CPs are highly defensible, a steady, well-coordinated assault against the perimeter warehouses will eventually cause their defenses to cave. Assaulting teams must smash through both access routes, using Soldiers and Spies to take out Sentry Guns whenever they're constructed. Demomen should simply flood the warehouse with grenades, pushing back the defending team. Scouts should stand ready in the perimeter yard and dart in whenever the enemy line buckles to speed the capture process.

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PERIMETER YARD



Another large yard stretches out beyond the warehouse, leading toward the map's central Control Point. Scouts, Soldiers, and Demomen have the advantage out here, as they're able to freely move about, pumping out rockets and grenades, and blasting advancing foes to bits with their Scatterguns.



The yard's stacked cargo crates make excellent cover, and health and ammo pick-ups are stationed right nearby. Soldiers can rocket-jump onto these crates as well, removing themselves from the heat of combat and taking position to rain down death on enemies below.

CENTRAL YARD



The perimeter yards lead toward smaller buildings that serve as the final checkpoints between a team's side of the map and the utterly symmetrical central yard. These buildings feature little more than staircase-like ramps that lead up to walkways overlooking the central Capture Point.



The walkways make perfect perches for Snipers, Soldiers, and Demomen alike. Scouts can also double-jump off them to reach the tops of the yard's stacked cargo crates and then speed across the area to take out enemies nesting on the opposing walkway. Soldiers can rocket-jump onto the cargo crates as well.

The central yard is the place to be. To strike at the enemy's perimeter Control Point, teams must first capture the neutral point located here. It's therefore important that you get to the central yard as fast as you can at the start of each match. Do your utmost to ensure that your team gains first control of the point. Once the point is captured, work at locking it down with Sentry Guns, Demomen, and Heavies.

TIP

While the central Control Point is under contention, teams will often put an Engineer on the task of establishing a forward base at their perimeter yard or warehouse. This provides both a staging ground and a fallback site to assist the team as they battle to capture the middle ground.

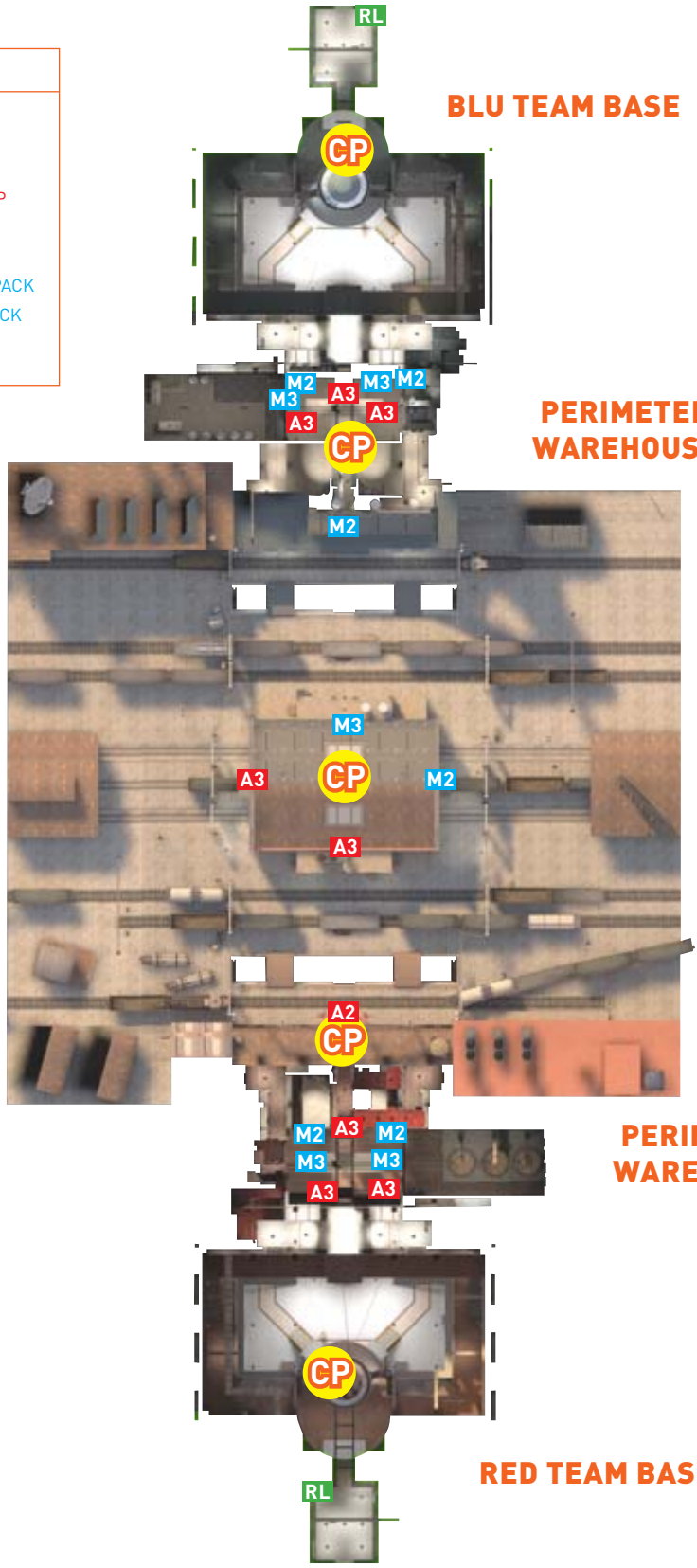


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WELL

MAP LEGEND

- CP ITEM
- A1 LARGE AMMO PICKUP
- A2 MEDIUM AMMO PICKUP
- A3 SMALL AMMO PICKUP
- M1 LARGE HEALTH PACK
- M2 M2: MEDIUM HEALTH PACK
- M3 M3: SMALL HEALTH PACK
- RL RESUPPLY LOCKER



BLU TEAM BASE

PERIMETER WAREHOUSE

PERIMETER YARD

CENTRAL WAREHOUSE

PERIMETER YARD

PERIMETER WAREHOUSE

RED TEAM BASE

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OVERVIEW

Well, like Granary, also is a symmetrical Linear Capture Control Point map. Both teams must vie for dominance here, battling to capture and then defend each of the map's five Control Points. Each team begins with two Control Points under their rule: one right near their base, and another just outside their base's perimeter. The map's central Control Point always begins as neutral and is up for grabs at the start of each round.

In a Linear Capture bout, Control Points cannot be capped unless a team holds ownership over the preceding point. This means the only point available for capture at the start of each match is the central, neutral CP. After a team has capped that point, they're free to attempt capture of the opposing team's perimeter point. After the perimeter point has fallen, that team's base CP becomes vulnerable and up for grabs.

Unlike Attack/Defend matches, Control Points can be recaptured in a Linear Capture match. As long as a team still has ownership over at least one Control Point, they always have a chance to regroup and bounce back.

NOTE

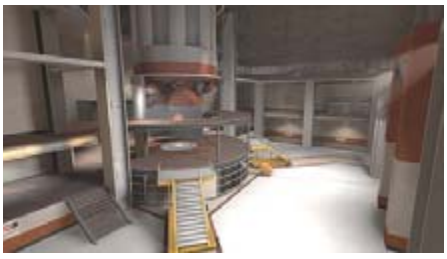
As teams capture new ground, they begin to respawn closer to enemy territory. This helps them return to the frontline more quickly after being killed, increasing momentum.

NOTE

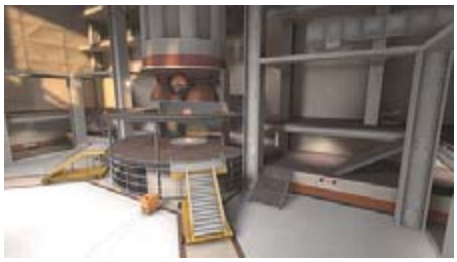
For more on Linear Capture matches and Control Points in general, please see the Match Types section of the *Team Fortress 2* Training chapter.

Unlike Granary, Well matches begin with a brief Setup phase, which teams may use to set up their defenses near their perimeter Control Points and make ready to storm the map's central warehouse, where the neutral CP is located. The gates leading into the warehouse remain closed until the Setup phase is over. Then they open, allowing teams to flood the structure in a mad rush to cap the middle point.

BASE CHAMBERS



Like Granary, Well is a symmetrical map, so the teams will be storming and defending common ground. Each team's base Control Point is housed within a large, three-story chamber filled with stairs, ramps, and elevated walkways. These base points are easier to defend than those of Granary's, and defending teams should take full advantage by stationing Sentry Guns and Snipers about the walkways to pick off advancing foes. Soldiers and Demomen can also help hold this chamber, patrolling the walkways to bombard assault groups with rockets and grenades. An organized defense force can easily defend their base point for quite some time here at Well.



As when storming any area, attacking teams should utilize as many access points as possible to keep the defenders guessing. Well's base CP chambers have four entry points: Two lead in to the upper walkways and another two access the ground floor. Soldiers and Demomen should rush the chamber, focusing on obliterating Sentry Guns and Heavies so their team's fast-moving Scouts can safely dash about the room, eliminating Snipers and moving to quickly cap the point. The many access points help Spies sneak into the chamber to create chaos as well. Base points don't take long to cap here at Well: One good offensive push usually does the trick.

TIP

When assaulting the base CP, take advantage of the control room that overlooks the chamber. View the enemy's defenses through its bulletproof glass.

PERIMETER WAREHOUSES



The warehouses built off of each team's base chambers are a defender's dream come true. They're cluttered and claustrophobic, and also feature three stories worth of stairs and walkways. Crews of Demomen, Engineers, and Pyros can easily hold these structures by setting traps and ambush sites all around to keep their team's perimeter Control Point secure. While these defenders hold the point, Soldiers and Snipers should head upstairs to utilize the top tier battlements that overlook the exterior yard. From there they can fire on enemies as they attempt to access the warehouse.

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Each warehouse's ground floor features a one-way hatch that leads to a sneaky underwater passage. Teams can exploit these watery passages like the grain chutes in Granary to slip across the perimeter yard and surface within the map's central warehouse. This is a slow yet safe method of crossing the yard—great for Spies looking to slip past an advancing enemy line.

DEVELOPER COMMENTARY



ONE WAY EXITS

Map: Well
Commentary Node: 5/17

Stalemates generally occur around doors, where teams have a strong defensive presence on either side of the opening.
To help counter this, we provide alternate routes with high travel costs that become more attractive only when the enemy has strong defenses behind the main route. The number of enemy entry points to an area is crucial to its design, since it's extremely hard to hold an area when enemies approach from multiple fronts. This makes one-way exits a useful design tool, since they let us uncouple the number of entry points from the number of friendly, offensive routes.

WATER IN WELL

Map: Well
Commentary Node: 10/17

To give players interesting navigation decisions, routes through a map should vary in effectiveness based on a player's current class and the state of the map. Water lets us increase the cost of taking a particular route because swimming is slower than running. Spies often accept that cost in order to infiltrate undetected. Pyros avoid it because their primary weapon is useless underwater. If the enemy has a strong defense, the increased cost of the water route becomes a worthwhile tradeoff for any class trying to hit the defenders from behind.



Assaulting a team's perimeter Control Point is a tough task, but the attacking team has one important advantage: The point itself is just inside the warehouse, not at the far end, where the defenders often position Sentry Guns and the like about the surrounding walkways. Demomen are great at clearing defenders away from the point, as they can lob their grenades at irregular angles, scattering them near the point to push back the defending team. Soldiers also help, as their rockets can create havoc in the confines of the warehouse.

PERIMETER YARDS



The yards that lie just outside each team's perimeter warehouse are nice and open, creating ideal spaces for Snipers to pick off advancing foes. Defending Snipers should take aim through their warehouse's windows and strive to keep the enemy away from the building. Soldiers and Demomen can fire their weaponry out from these windows as well. When moving out to defend the yard, Engineers should conceal Sentry Guns behind the large train cars to fire on unwary enemies as they attempt to sprint across.



Scouts can double-jump onto the central warehouse's windowsills, then double-jump again to reach the upper landings. This enables them to enter the central warehouse from the second floor. Soldiers and Demomen can use their unique jumping talents to reach the landings and infiltrate the structure in a similar fashion.



The large train cars and plentiful amount of water provide advancing forces with ample cover. Attacking teams must take full advantage of this cover to keep safe from defending Snipers poised in their warehouse's windows. Scouts and Soldiers can use their special jumping abilities to navigate the yard with speed and efficiency, while Demomen can lob grenades into warehouse doors and high windows to push the defending team back inside the structure.

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TIP

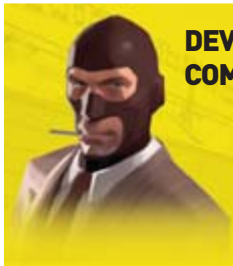
Perimeter warehouses cannot be breached via the underwater passages; their hatches only open from the inside.

CENTRAL WAREHOUSE



The map's central warehouse is completely symmetrical and houses the neutral Control Point. It can be entered from either side by any of four different points: the two doors on the ground floor, the second floor door (which requires a special jumping ability to access from the outer yard), and a one-way hatch utilized by players that decide to sneak into the structure via underwater passage. The warehouse cannot be entered until the initial Setup phase ends, however: All access points are sealed by gates, causing teams to bundle up outside to storm the building in a mad rush to cap the central point the moment the match begins.

When assaulting the central warehouse, attacking teams should utilize the building's first- *and* second-floor access points to gain an advantage. Soldiers, Demomen, and Scouts can all use their individual jumping skills to enter from the top floor, putting them close to the neutral Control Point. The underwater passage is another great way to breach the building and stir up trouble for enemy defenders.



DEVELOPER COMMENTARY

MIDDLE DOOR TIMERS

Map: Well
Commentary Node: 8/17

For gameplay purposes, we sometimes need to neutralize the speeds of the classes. For instance, these central door timers were created to ensure that all classes could make it to the middle part of the map by the time the match actually starts. Playtesting showed that it was more fun to have the teams waiting as a group as soon as the doors open. The anticipation of battle, combined with the hazardous moving trains, creates a great opening clash for the middle Control Point.



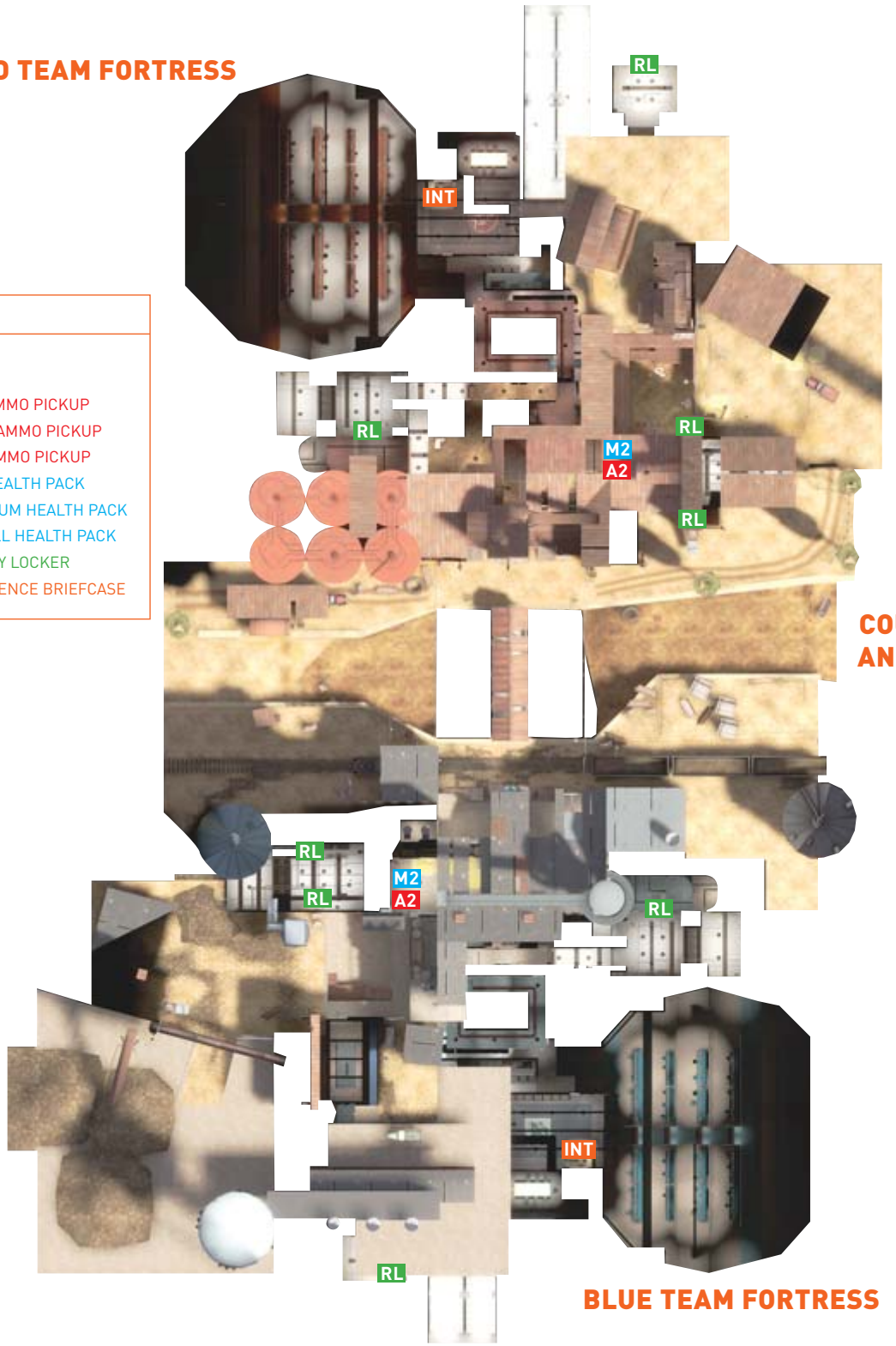
Trains periodically speed through the central warehouse, making it a dangerous place to be. Watch the traffic lights and listen for sounds of oncoming trains, and avoid standing on the tracks to reduce the risk of being hit and killed.

Practically every combat class can be used effectively inside this open structure. Teams should work at capturing the place with Soldiers, Demomen, and Scouts backed by Medics. After a team has secured the interior of the structure, they should set up a formidable forward base, using the central warehouse as a staging ground for their forthcoming assaults on the opposing team's perimeter yard. Snipers and Soldiers should take up positions atop the central warehouse's outdoor landings to fire on enemies either defending or advancing through the perimeter yard, while Soldiers and Demomen storm the yard from the ground floor, aiming to assault the opposing team's warehouse and cap the perimeter Control Point within.



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2FORT



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OVERVIEW

2Fort is a symmetrical Capture the Flag map—the only CTF map available in *Team Fortress 2*. Fans of *Team Fortress Classic* will feel at home running about this new and improved rendition of the original battleground by the same name. At 2Fort, teams must vie for dominance as they struggle to extract a briefcase full of enemy Intelligence from deep within their rivals' base. The enemy defenses must be breached so their Intelligence briefcase can be stolen and carried back to the opposing team's base. Bringing the enemy Intelligence within the boundaries of the Capture Zone that surrounds each team's Intelligence scores that team one point. The match concludes when one team manages to score the requisite number of points to be victorious.

NOTE

See the Match Types section of the previous *Team Fortress 2* Training chapter for general Capture the Flag match info and strategies.

TEAM FORTRESSES

2Fort features two complex, symmetrical fortresses stationed at either end of a long, narrow courtyard. The fortresses each have a distinctive look that matches their team and they share the exact same structural layout. Let's take a look at the fortresses' most notable departments.

BATTLEMENTS



This is the ideal place for Snipers and Soldiers. The battlements offer a fantastic view of the courtyard that separates the two fortresses and give long-range combat specialists a chance to put their talents to use. Teams should always try to keep a trained Sniper and Soldier on their battlements to defend their fort from advancing enemies and pick off opposing Snipers. Those stationed atop the battlements must guard their backs against enemy Spies.

The lower doors are well defended by Demomen and Heavies, who can lay down grenades and uncork swarms of bullets at advancing ground troops. Medics should support these defenders, who are apt to suffer heavy damage as they work at holding their fort's main access doors.

LOWER HALLS



Breaching a fortress's front doors or sneaking in through its underground sewer tunnels lands players within the fort's lower halls. These halls lead to a stairwell and catwalk area that attackers must smash through to reach the fort's second floor and press on toward the Intelligence chamber. The confines of these halls make them perfect ambush spots for Pyros and Demomen; these classes can inflict serious pain down there.

TIP

Defending players can utilize the holes in their fort's upper floor to drop to the lower halls and ambush trespassers.

INTERIOR CATWALK



Inside each team's fort lies a two-story catwalk that connects the first floor to the second. It's important to defend this area, as doing so makes it extremely difficult for invaders to move between floors. Defending Engineers should place Sentry Guns atop the catwalk to fire on enemies trying to rush from the first floor to the second. Demomen can easily defend this area by lobbing grenades down at foes below, while Pyros can drop in to fry enemies trying to juke out from beneath the catwalk and take shots at the elevated defenders.

The best classes to assault these catwalks with are usually Soldiers, as they do well at popping out from beneath the catwalk to shell enemy defenders stationed above. Sentry Guns should be their primary targets.

TIP

Soldiers and Scouts can strike at the catwalk from the second floor if they use their unique jumping talents to infiltrate the enemy fort from its second-floor battlements.

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TUNNELS



A stairwell in the lower halls leads down to a sewer tunnel. The tunnel's elbow is a good place for Engineers to set up shop, positioning Sentry Guns to defend the tunnels from invaders. Sentry Guns should be set where they cannot easily be targeted by enemies within the tunnel; this ensures they won't be seen or destroyed from afar. The tunnel eventually leads outside to the watery basin beneath the map's central bridge. This offers teams a slower but stealthier way to cross the middle courtyard and infiltrate the opposition's fortress. The tunnels are great routes for Spies and Pyros to take, allowing these classes to easily access the enemy fortress without exposing themselves to the hazards of the courtyard.



When faced with a Sentry Gun inside the tunnels, try to fire on them from the tunnel's far end to pick them off from a safe range. Demomen are also good at pumping grenades into the tunnel elbow to harass entrenched defenders.

INTELLIGENCE CHAMBER



Deep in the heart of each team's fortress lies their Intelligence chamber—the place where the team's all-important Intelligence briefcase is kept. Intelligence chambers can only be accessed from a fort's second floor, so invaders who enter through the main doors or sewer tunnel must use the interior catwalk to reach the second floor and grab the Intelligence. The tightness of this chamber and the surrounding stairwells and halls make it an ideal spot for Pyros and Demomen to have their fun. Sentry Guns can also be erected in various nooks and crannies to surprise and shred enemy intruders—a fantastic Scout deterrent.

After the enemy briefcase has been stolen, it must be brought back to the opposing team's Intelligence chamber and placed within the bounds of the Capture Zone to score a point.

BRIDGE AND COURTYARD



A central courtyard divides the two fortresses, and is itself divided by a wide chasm. A rickety wooden bridge stretches across the ravine, the basin of which is filled with water. Ground troops must cross the bridge to reach the opposing team's fortress, but are highly vulnerable to enemy Soldiers and Snipers poised atop their fort's battlements. Soldiers can rocket-jump up to the enemy battlements to invade the fortress from the second floor, while Scouts can run and jump along the roof of the bridge to cross the courtyard and reach the battlements in short order. This is a great way to harass enemy Snipers and allows these classes to storm the enemy base from the second floor, creating disorder.

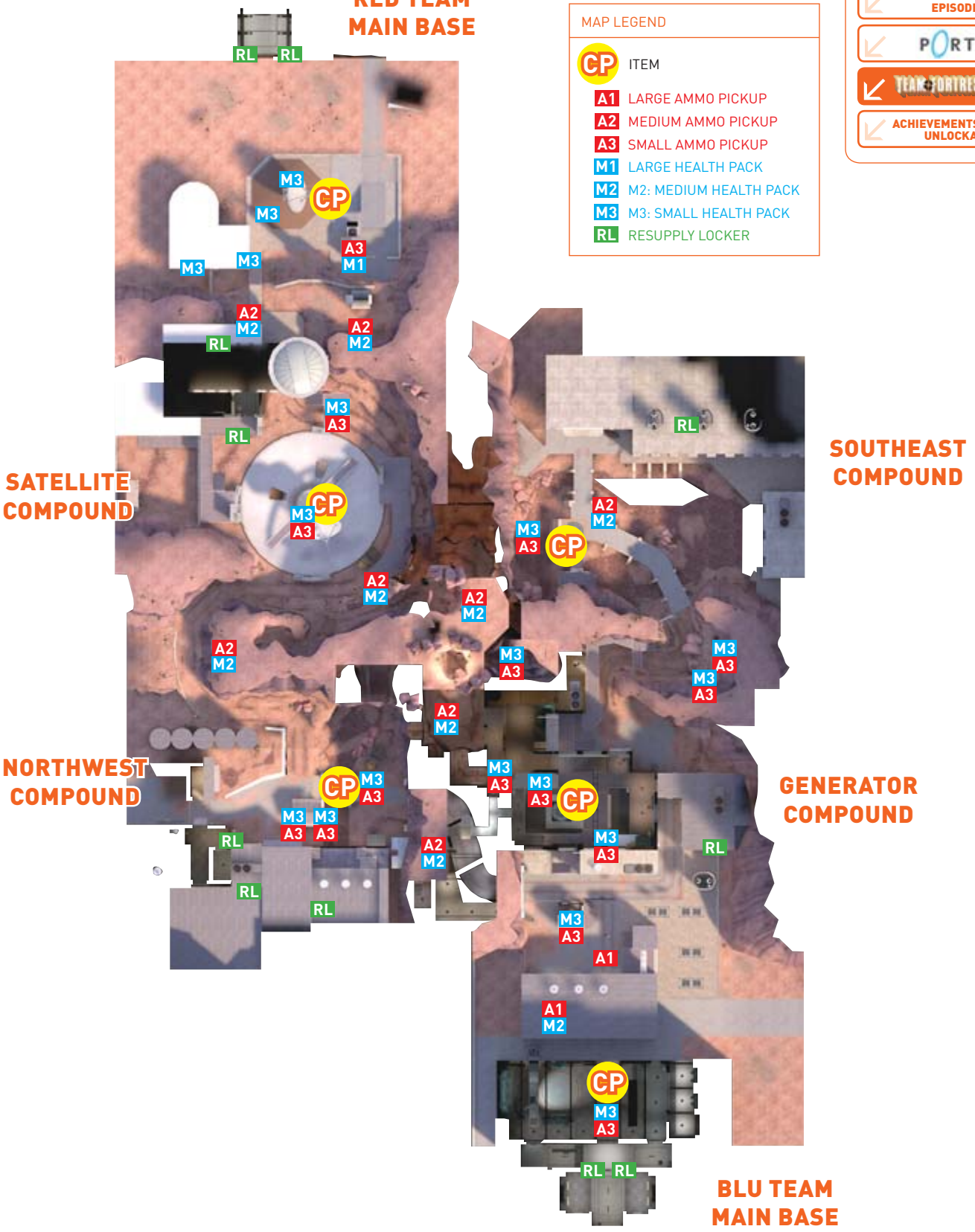


The courtyard's water-filled basin can be exploited to help teams sneak through the middle ground. The underground sewer tunnels can be used infiltrate the enemy fort. This is an especially useful path for Spies and Pyros because it allows them easier access to the fort by sparing them most of the dangers associated with crossing the bridge. Once inside the opposition's fort, Spies and Pyros can stir up lots of trouble for the defending team.



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HYDRO



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OVERVIEW

Hydro is a territorial Control Point map. Battle unfolds here in much the same way as a Linear Capture bout: Both teams vie to steal Control Points away from their rivals while struggling to defend their own points from capture. However, Hydro puts a unique spin on the standard Linear Capture formula by separating each of its six Control Points into six individual arenas. Each team begins with control of a base arena and also controls two of the map's four central arenas. The two central areas they own form a sort of perimeter around their main base. A variety of tunnels and pathways connect the four central arenas to one another, but many of these routes are sealed off at the start of each round, causing battle to unfold between just two of the map's adjacent arenas. The two arenas are always chosen at random at the start of each round, adding an element of mystery and prompting matches to play out in a variety of ways.



See the Match Types section of the previous *Team Fortress 2* Training chapter for general tips and info related to capturing and defending Control Points.

When a team manages to gain the upper hand and capture the Control Point within the opposition's arena, they're given control of that territory. A new round then begins, taking place between another two randomly determined arenas. Territories can be gained and lost at Hydro, and trailing teams always have a chance to retaliate and recapture lost ground. Matches resolve when one team manages to capture all four central arenas to gain access to the opposing team's base, then cap their enemy's base Control Point for the win.

DEVELOPER COMMENTARY



HYDRO

Map: Hyrdo
Commentary Node: 2/17

Unlike maps in *Team Fortress* such as 2Fort and Well, which have their respective Blu and Red sides, Hyrdo's four main arenas can be owned by one team or the other. We needed an overall theme that justified structures like rock walls and tunnels, but which also had a neutral color scheme. We chose a desert theme with a palate of a reddish-brown rock, cool blue sky, and neutral light colors that complement the surrounding area. The colors of the separate areas vary slightly but still key together.

MAP REPLAYABILITY

Map: Hydro
Commentary Node: 3/17

Multiplayer communities tend to focus on a small group of maps, playing them over again and again. Instead of producing a large number of maps, most of which would go unplayed, we decided to try to build a single map with more innate replayability than any we'd built before. With most multiplayer maps, you know what you'll be doing before the map has even finished loading. In our case, we wanted a map where you couldn't even predict something as basic as your starting point, let alone what you'd be doing when you got there. This map, Hydro, therefore begins with a randomized starting state. The emphasis on control of constantly shifting territories means the map rarely feels repetitive. Meanwhile, the round structure keeps teams focused, and provides regular highs and lows as the teams gain and lose territory.

CENTRAL ARENAS

A team must conquer all four of Hydro's central arenas in order to strike at their opponent's main base. The four central arenas are all unique, and each one is connected to the other three by various paths and access tunnels. Each team begin each match with ownership of two of the four central arenas, and battle occurs between two arenas chosen at random at the start of each round.

NORTHWEST COMPOUND

Starting Control: Blu Team



The Northwest Compound always begins under the Blu Team's control at the start of each new game. It features a large complex built into the western cliff, which functions as the controlling team's base of operations. The area's Control Point is fully exposed on a short, wide bridge that spans a murky stream. The shack near the bridge houses health and ammo pick-ups, and offers invaders a bit of shelter from defending Snipers firing out from the windows of the western complex.



The team who controls this area must make good use of their base facility, positioning Snipers and Soldiers atop the structure's steel awnings in good position to pick off trespassers. The shack near the point must be defended or the invading enemy will use it as shelter: Stationing a Pyro or Demoman within the shack is a good way to keep it secure. The northern bank opposite the base compound is a great spot for Sentry Guns and Soldiers, and placing such defenders there sets up a crossfire between the bank and the base facility, making any attempt at capping the central Control Point extremely dangerous. Attackers will find themselves under fire from all directions when storming this area and must make good use of the available cover when attempting to breach their rivals' defenses. Spies and Soldiers will play key roles in destroying defending Sentry Guns and obliterating the defenders themselves.

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CONNECTING PATHS



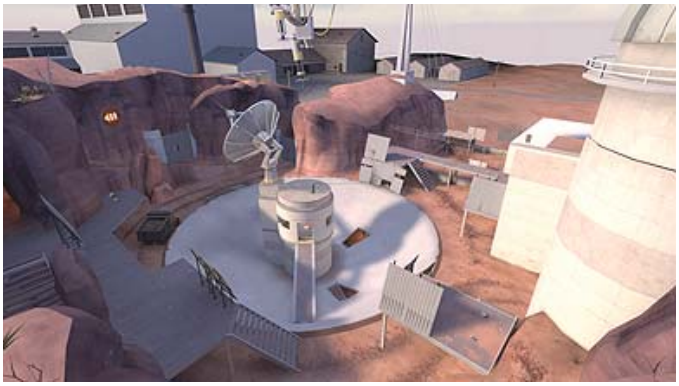
Many paths and tunnels connect the four central arenas to one another. These connecting routes often become hotspots for action, promoting frantic combat as the teams push to capture the opposition's ground. Teams who are able to hold and control these paths have the best chance of overtaking the enemy arena and emerging victorious. The variety in path elevation provides many useful Sentry Gun perches, and the tightness of the lower trails allows Soldiers and Demomen to make good use of their explosive weaponry's splash damage.

SATELLITE COMPOUND

Starting Control: Red Team



The Satellite Compound is owned by the Red Team at the start of each new match. It is unique in that its Control Point is housed within a small, sturdy satellite tower with only two access doors and a few narrow windows. The tower stands alone in the center of the wide-open arena that is surrounded by steel walkways on all sides. The facility built into the northeastern cliff acts as the controlling team's base and offers several access routes to the arena. Some routes lead to elevated walkways (ideal positions for Snipers, Soldiers, and Sentry Guns) while others bring players underground, and they emerge right near the central CP tower.



The defending team must make good use of the surrounding walkways, positioning Snipers, Sentry Guns, and Soldiers to pick off invaders looking to breach the satellite tower. Stickybombs can make the tower a deadly place to visit, and Demomen and Pyros can hole up inside the structure to keep the Control Point locked by frying and shelling enemies that try to scurry up the side ramps. Attacking teams must utilize Soldiers and Spies to quickly clear the surrounding walkways of Sentry Guns. After they've dealt with all the surrounding hazards, invaders can strike at the tower and cap the point more easily.

GENERATOR COMPOUND

Starting Control: Blu Team



The Generator Compound is a large, three-story facility. The Control Point is housed within the Generator Room atop an elevated walkway that stretches above the giant generators on the ground floor. Numerous side stairwells, offices, and supply rooms surround the main room, and most of the arena's pick-ups are found in the side areas.

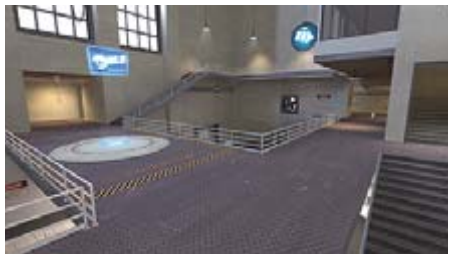
DEVELOPER COMMENTARY

GENERATOR ROOM



Map: Hyrdo
Commentary Node: 5/17

This area presented a difficult problem. Since the arena is primarily an interior, there wasn't much we could do to alter its basic structure, so we concentrated on careful management of the interior shapes to create an iconic space. The building is essentially a box, with big rectangular windows contrasted by round elements (such as the generators) in the center. To create depth and parallax, we added linear elements such as railings and cables. We used contrasting values of dark and light on the floor, with brightly lit walkways to create an interesting value pattern. All these elements work together to draw the player's eye to the Control Point, which must always be the focal point of the arena.



Soldiers, Pyros, and Demomen have the advantage here: The tightness of the complex offers little escape from their volatile weaponry. Snipers and Scouts usually won't last long in this area, as their low health isn't conducive to survival in such a confined space. Well-trained Spies can real cause chaos inside this compound; its many nooks and crannies offer them plenty of places to lie low while changing disguises and cloaking.

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SOUTHEAST COMPOUND

Starting Control: Red Team

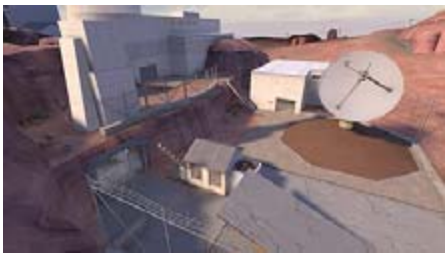


The Southeast Compound always starts under the Red Team's control. The east side of this open area is dominated by a large structure that serves as the controlling team's base. The base offers several advantages to the controlling team, including Sniper perches and a variety of access routes leading into the arena itself (including several one-way hatches). This area's Control Point sits fully exposed on a wide walkway in the middle of the arena. This makes it easy for invaders to reach the point, but provides them little cover against the defending team's fire.



The arena's base must be used to maximum benefit by the controlling team. Snipers and Soldiers should take up position on the base's balconies, where they have clear lines of sight at the central CP. The metal landing built off the west cliff opposite the base makes a great Sentry Gun nest; it's difficult for invading players to notice or retaliate against a Sentry Gun positioned there.

RED TEAM MAIN BASE



The Red Team's primary base features a defensible exterior yard with two main paths leading into a hardened underground bunker, inside which is the team's main Control Point. Sentry Guns, Soldiers, and Demomen do well positioned atop the cliff that overlooks the yard, ready to fire down on enemies who try to advance past the guard booth and into the bunker. The booth itself is a good ambush site for Pyros and must be defended to prevent enemies from utilizing the secret air duct entrance.



When it's left unguarded, the air duct becomes the ideal method of entry into the Red Team's bunker. It's particularly useful to Demomen, Pyros, and Spies looking to infiltrate the bunker and cause lots of chaos inside.



The interior of the bunker is somewhat cramped, allowing Heavies, Pyros, Demomen, and Soldiers to annihilate their adversaries in short order. The Control Point stands atop a raised platform in the center of the bunker. It's exposed and easily reached by intruders if they can breach the bunker's exterior defenses. Heavies backed by Medics should position themselves to keep the point locked down at all times while Soldiers, Demomen, and Pyros chase invaders about the room. Attackers should utilize Spies and invulns to help clear off the point so they may quickly cap it for the win.

BLU TEAM MAIN BASE



Like the Red Team's main base, the exterior compound of the Blu Team's primary HQ offers several access points and lots of good Sentry Gun perches. Invaders must cross through this perimeter guard station, making it an ideal spot for the defending team to stage ambushes and the like. Sentry Guns and Demomen poised atop the steel landings can rain death down upon advancing foes. Pyros can lie in wait just inside the base complex to fry any enemies that happen to make it through.



Two large, open shutters serve as the primary access points to the interior of the Blu Team base, while a ventilation shaft acts as a slower, sneakier method of infiltration that's perfect for Pyros and Spies. The Blu Team must pull out all the stops to defend these access points, utilizing Pyros and Demomen to keep them well guarded, and positioning Sentry Guns and Heavies backed by Medics to defend the interior of the base and the Control Point itself.

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THE ART OF *TEAM FORTRESS 2*

PYRO





ENGINEER



SNIPER

SPY



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SOLDIER



DEMOMAN



HEAVY



SCOUT

MEDIC



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The Blue Team



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ACHIEVEMENTS AND UNLOCKABLES

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ACHIEVEMENTS AND UNLOCKABLES

Introduction

Not only are there five different adventures to undertake, but each has its own set of unlockable achievements. Some can be unlocked in multiple adventures, but most are only available once specific criteria have been met in a single adventure. These are listed below.

ACHIEVEMENTS PART 01: *HALF-LIFE 2, EPISODE ONE, EPISODE TWO*

The following Achievements can be attempted in any of the *Half-Life* games (*Half-Life 2*, *Episode One*, or *Episode Two*).

Name	Description	Points	Notes
Bone Breaker	Kill 30 enemies with thrown physics objects.	5	PC: Attempt in *Half-Life 2* or *Episode One*.
Deadly Harvest	Kill an enemy by planting a hopper mine.	5	PC: Attempt in *Half-Life 2*.
Hack Attack!	Kill 5 enemies with a Manhack.	5	PC: Attempt in *Half-Life 2* and *Episode One*.
Hot Potat0wned	Kill a soldier with his own grenade.	10	—
Conservationist	Kill 5 enemies with the same energy ball.	5	PC: Attempt in *Episode One*.
Think Fast!	Kill an Elite Soldier with his own energy ball.	10	PC: Attempt in *Episode One*.
Total Number of Achievements/Total Points:		**6/40**	

ACHIEVEMENTS PART 02: *EPISODE ONE* OR *EPISODE TWO*

The following Achievements can be attempted in *Episode One*, or *Episode Two*.

Name	Description	Points	Notes
Grave Robber	Steal a Zombine's grenade.	5	PC: Attempt in *Episode One*.
Zombie-que	Use flares to light 15 Zombies on fire.	5	PC: Attempt in *Episode One*.
Total Number of Achievements/Total Points:		**2/10**	



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ACHIEVEMENTS PART 03: *HALF-LIFE 2*

The following Achievements can only be attempted during *Half-Life 2*.

Name	Description	Points	Notes
Chapter: Point Insertion: Defiant	Hit the trashcan cop with the soda can.	5	—
Chapter: Point Insertion: Submissive	Put the soda can in the trash.	5	—
Chapter: Point Insertion: Malcontent	Escape the apartment block raid.	5	—
Chapter: A Red Letter Day: What Cat?	Break the mini-teleporter in Kleiner's lab.	5	Place objects on both sides of the teleporter until it explodes.
Chapter: A Red Letter Day: Trusty Hardware	Get the Crowbar.	5	—
Chapter: Route Kanal: Barnacle Bowling	Kill five Barnacles with one barrel.	5	Explosive barrels are required.
Chapter: Route Kanal: Anchor's Aweigh!	Get the Airboat.	5	—
Chapter: Water Hazard: Heavy Weapons	Get the Airboat's mounted gun.	5	—
Chapter: Water Hazard: Vorticough	Discover the hidden singing Vortigaunt cave.	13	Check the Walkthrough for the location, just prior to defeating the Hunter-Chopper.
Chapter: Water Hazard: Revenge!	Destroy the Hunter-Chopper in *Half-Life 2*.	10	—
Chapter: Black Mesa East: Blast from the Past	Find the HEV Suit Charger faceplate in Eli's scrap-yard.	10	Check the upper area where barrels and crates are stored.
Chapter: Black Mesa East: Zero-Point Energy	Get the Gravity Gun in Black Mesa East.	5	—
Chapter: Black Mesa East: 2 Points!	Use Dog's ball to make a basket in Eli's scrap yard.	2	—
Chapter: We Don't Go to Ravenholm...: Zombie Chopper	Play through Ravenholm using only the Gravity Gun.	25	Focus mainly on punting objects at foes.
Chapter: We Don't Go to Ravenholm...: Hallowed Ground	Escort Gregori safely through the church cemetery.	5	—
Chapter: Highway 17: OSHA Violation	Kill 3 enemies using the crane.	5	—
Chapter: Highway 17: Targeted Advertising	Pin a soldier to the billboard.	5	—
Chapter: Highway 17: Where Cubbage Fears to Tread	Defend Little Odessa from the Gunship attack.	5	—
Chapter: Highway 17: One Man Army	Destroy six Gunships in *Half-Life 2*.	5	—
Chapter: Sandtraps: Keep Off the Sand!	Cross the Antlion beach without touching the sand.	20	Even if no Antlions are summoned, you can still fail this Achievement; do not touch the sand at all!
Chapter: Nova Prospekt: Bug Hunt	Use the Antlions to kill 50 enemies.	10	—
Chapter: Nova Prospekt: Flushed	Kill an enemy with a toilet.	5	—
Chapter: Entanglement: Warden Freeman	Survive the second turret standoff in Nova Prospekt.	10	—
Chapter: Anticitizen One: Follow Freeman	Gain command of a squad of Rebels in the uprising.	10	—
Chapter: Anticitizen One: "Radiation Levels Detected"	Get through the toxic tunnel under City 17 in *Half-Life 2*.	5	—
Chapter: Anticitizen One: Plaza Defender	Survive the Generator Plaza standoff.	10	
Chapter: Follow Freeman: Counter-Sniper	Kill all of the snipers in City 17.	5	—
Chapter: Follow Freeman: Fight the Power	Shut down the suppression device by disabling its generators.	10	—
Chapter: Follow Freeman: Giant Killer	Survive the rooftop Strider battle in the ruins of City 17.	10	—
Chapter: Our Benefactors: Atomizer	Disintegrate 15 soldiers by throwing them into a Combine ball field.	10	—
Chapter: Dark Energy: Singularity Collapse	Destroy Breen's portal core.	25	—
Chapter: ANY: Lambda Locator	Find all lambda locations in *Half-Life 2*.	15	—
Total Number of Achievements (*HL2* only):		**32**	
Total Number of Achievements (*HL2* only + Achievements in Part 01)/Total Points:		**38/275**	

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ACHIEVEMENTS PART 04: *EPISODE ONE*

Name	Description	Points	Notes
Chapter: Undue Alarm: Watch Your Head!	Make it to the bottom of the Citadel's main elevator shaft in one piece.	5	—
Chapter: Direct Intervention: Containment	Contain the Citadel's Power Core.	5	—
Chapter: Direct Intervention: Pacifist	Contain the Citadel's Power Core without killing any Stalkers.	10	—
Chapter: Lowlife: Car Crusher	Use the cars to squash 15 Antlions in *Episode One*.	5	—
Chapter: Lowlife: Elevator Action	Survive long enough to get on the parking garage elevator.	10	—
Chapter: Urban Flight: Live Bait	Help Alyx snipe 30 enemies in *Episode One*.	10	—
Chapter: Urban Flight: Attica!	Destroy the Gunship in the hospital attic.	5	—
Chapter: Exit 17: Citizen Escort	Don't let any citizens die when escorting them to the escape train.	15	—
Chapter: Exit 17: Escape From City 17	Escape City 17 with Alyx.	20	—
Chapter: Exit 17: The One Free Bullet	Finish the game firing exactly one bullet.	40	Grenade, Crowbar, rocket, and Gravity Gun kills are okay! Use the only bullet on the padlock.
Total Number of Achievements (*EP1* only): 1		**0**	
Total Number of Achievements (*EP1* only + Achievements in Parts 01 and 02)/ Total Points:		**18/125**	

ACHIEVEMENTS PART 05: *EPISODE TWO*

Name	Description	Points	Notes
Chapter: To the White Forest: Acid Reflex	Kill an Acid Antlion worker.	5	—
Chapter: This Vortal Coil: Get Some Grub	Squish every Antlion Grub in *Episode Two*.	20	There are 333 Grubs. Check the Walkthrough for general locations.
Chapter: This Vortal Coil: Piñata Party	Find and break every web cache in *Episode Two*.	5	There are nine web caches. Check the Walkthrough for locations.
Chapter: This Vortal Coil: Into the Breach	Hold off the Antlion invasion inside the mine shaft.	5	—
Chapter: Freeman Pontifex: Twofer	Defeat both Antlion Guards outside the White Forest.	5	The Antlion Guard and Guardian are your targets.
Chapter: Freeman Pontifex: Hit and Run	Run over 20 enemies with the Car in *Episode Two*.	5	—
Chapter: Riding Shotgun: Meet the Hunters	Survive the Hunter ambush with Alyx.	10	—
Chapter: Riding Shotgun: Puttin' On a Clinic	Defeat the Hunter-Chopper in *Episode Two* without any misses.	15	Do not miss punting any bombs at the enemy.
Chapter: Riding Shotgun: Gunishment!	Destroy the Combine Autogun in the junkyard.	5	—
Chapter: Under The Radar: Cache Checker	Find every radar cache.	10	Check the Walkthrough for the exact locations.
Chapter: Under The Radar: Pedal to the Metal	Beat Dog in a race to the White Forest.	5	Use the Car's Boost.
Chapter: Under The Radar: Gordon Propelled Rocket	Unlock the Rocket Launcher lambda cache.	5	Check the Walkthrough for the location.
Chapter: Under The Radar: Quiet Mountain Getaway	Survive the ambush at White Forest Inn.	10	—
Chapter: Our Mutual Friend: Little Rocket Man	Send the garden gnome into space.	30	Check the Walkthrough for general tactics.
Chapter: Our Mutual Friend: Secondary Silo Secured	Secure the launch doors on missile silo 2.	5	—
Chapter: Our Mutual Friend: Neighborhood Watch	Save all buildings outside the missile silo from destruction.	35	Check the Walkthrough to determine which Striders to watch for.
Chapter: T-Minus One: Defense of the Armament	Save the missile silo from the Combine offensive.	20	—
Chapter: ANY: Payback	Kill a Hunter with its own fléchettes.	10	Use a log to defend, then punt back into the Hunter.
Total Number of Achievements (*EP2* only):		**18**	
Total Number of Achievements (*EP2* only + Achievements in Parts 01 and 02)/Total Points:		**26/205**	

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ACHIEVEMENTS PART 06: *PORTAL*

Name	Description	Points	Notes
Lab Rat	Acquire the fully powered Aperture Science Handheld Portal Device.	5	—
Fratricide	Do whatever it takes to survive.	5	—
Partygoer	Avoid an untimely end in Test Chamber 19, and begin your escape in earnest.	5	—
Heartbreaker	Complete *Portal*.	10	—
Terminal Velocity	Fall 30,000 feet.	5	Fire downward. Start the fall. Make a sandwich.
Long Jump	Jump 300 feet.	5	Fling a long distance. While in the air, place and land in a new portal. Repeat.
Cupcake	Beat two *Portal* advanced maps.	10	—
Fruitcake	Beat four *Portal* advanced maps.	20	—
Vanilla Crazy Cake	Beat all six *Portal* advanced maps.	30	—
Basic Science	Earn Bronze Medals on all Portal Challenges.	10	—
Rocket Science	Earn Silver Medals on all Portal Challenges.	20	—
Aperture Science	Earn Gold Medals on all Portal Challenges.	40	—
Camera Shy	Detach security cameras from the walls.	5	—
Friendly Fire	Knock down a turret with another turret.	5	—
Total Number of Achievements/Total Points:		**14/175**	

ACHIEVEMENTS PART 07: *TEAM FORTRESS 2*

Name	Description	Points	Notes
Head of the Class	Play a complete round with every class.	5	—
World Traveler	Play a complete game on every map.	5	—
Team Doctor	Accumulate 25,000 heal points as a Medic.	5	—
Flamethrower	Set five enemies on fire in 30 seconds.	5	—
Turret	Accumulate 10 kills from one Sentry Gun.	5	—
Grey Matter	Get 25 headshots as a Sniper.	5	—
Nemesis	Get five revenge kills.	5	—
Hard to Kill	Get five kills in a row without dying.	10	—
Master of Disguise	Trick an opposing Medic into healing you.	15	—
With Friends Like These...	Play in a game with seven or more players from your friends list.	10	—
Dynasty	Win 20 games.	10	—
Hardcore	Accumulate 1,000 total kills.	15	—
Powerhouse Offense	Win 2Fort with a shutout.	5	—
Lightning Offense	Win Well in 5 minutes or less.	10	—
Relentless Offense	Win Hydro without giving up a capture.	20	—
Impenetrable Defense	Successfully defend Dustbowl without giving up a capture.	10	—
Impossible Defense	Successfully defend Gravel Pit without giving up a capture.	30	—
Total Number of Achievements/Total Points:		**17/170**	

Total Achievements/Total Points:	**99/1,000**

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